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第 16 回 International Solving Contest 開催のお知らせ

第 16 回の International Solving Contest (略称 ISC) が1月に世界各地で同時開催されます。 ぜひ多数の方のご参加をお待ちしています。

日時: 2020年1月26日(日) 受付: 午前9時30分より 競技開始: 午前10時から

主催: JCPS

場所: 江東区: 古石場(ふるいしば)文化センター 第1+第2研修室(2階) 〒135-0045 東京都江東区古石場2-13-2 電話: 03-5620-0224

交通: JR京葉線「越中島 | 駅 3番出口より徒歩 10分

東京メトロ東西線「門前仲町」駅 2番出口より徒歩 10分 「木場」駅 4番出口より徒歩 10分

都営地下鉄大江戸線「門前仲町」駅 4番出口より徒歩 15分

参加費:1500円(カテゴリー3の参加者は無料)

競技方法:

競技には、カテゴリー 1 (上級) とカテゴリー 2 (初級…レーティング 2000 未満) およびカテゴリー 3 (ジュニア向け…13 歳未満) があります。

カテゴリー 1 は #2, #3, #n, endgame, H#, S# それぞれ 1 題ずつ計 6 題のラウンドを 2 回。カテゴリー 2 も 2 時間のラウンドを 2 回で、合わせて #2 と #3 が 3 題 , #n と endgame が 2 題、H#, S# がそれぞれ 1 題ずつの計 12 題。今回からカテゴリー 2 もレーティングの対象になりました。

カテゴリー 3 は 2 時間のラウンドを 1 回で、#2 が 4 題、#3 が 1 題、endgame が 1 題の計 6 題。

賞: それぞれのカテゴリーで上位3名にチェス書籍を贈呈。

注意事項: 盤駒は必ず各自でご用意ください。ラウンドの間に1時間の休憩がありますが、昼食は用意しておりません。

参加希望のカテゴリーを明記のうえ、若島まで葉書 (〒 562-0005 箕面市新稲 7-8-13) かメール (tadashi @ hcn.zaq.ne.jp) にてお申し込みください。締め切りは1月22日(必着)。



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各セクションごと、および全体で、1題5点として成績を集計します。オーソドックスの#2以外の作品については、主要変化と思われるものをすべて記入してください。短評大歓迎。各セクションごとに別紙を使用し、それぞれに氏名を記入すること。締め切りは 2020 年 1 月 31 日 消印有効。宛先はSolution Editor の若島まで。また、作品の投稿は直接に担当者へ。

All solutions should be sent to the Solution Editor Tadashi Wakashima (Niina 7-8-13, Minohshi, Osaka 562-0005, Japan) before **January 31, 2020**. Please write down your solutions of each section in separate sheets. Solutions and comments by e-mail (tadashi@hcn.zaq.ne.jp) are most welcome. All originals should be submitted to the sub-editors. Their names and (e-mail) addresses are given on the back cover. Computer-tested problems are indicated by C+.

第88号をお届けします。

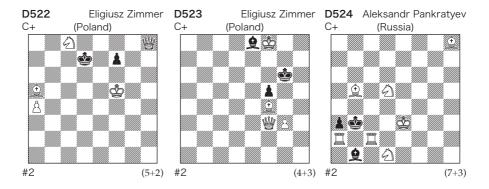
前号の87号では、最後のページが白紙になるという失敗をしてしまいました。お詫びいたします。

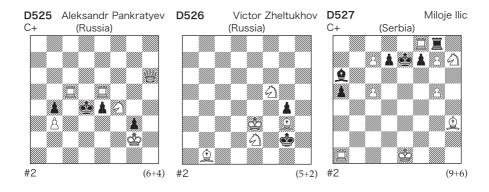
今号も原稿が盛り沢山で、他にも Helpmate 2018 の award が入稿していたのですが、次号掲載とさせていただきました。

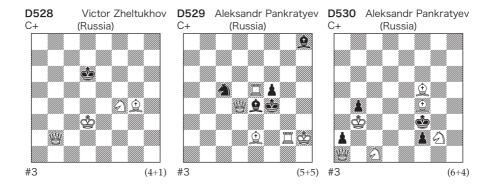
原稿が多すぎる、というのは編集者としては贅沢な悩みで、いつもこういう状態だったらいいんですが。

世界大会若手派遣プログラムの募集要項を掲載しています。今年こそ、これで初めて参加する若者の出現を期待しています。

ISCのお知らせも載せています。今回は、会場が初めての場所になります。いつもの中華料理屋ではありませんが、終了後に近くで懇親会も予定していますので、そちらだけの参加お申し込みも受け付けます。またみなさまとお会いして、楽しくやりたいですね!





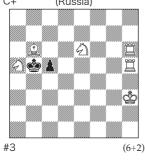


Orthodox

Orthodox Editor Yuji Kikuta (菊田裕司) Judge 2018-2019 Mike Prcic (USA)

Issue 86 (D487R, 505-514)

D487R Aleksandr Pankratyev C+ (Russia)



- 1.Bxc5! waiting
- 1...Ka4/Ka6 2.Sc7(+) Kxa5 3.Ra6#
- 1...Kxa5 2.Sd4 Ka4 3.Ra6#

九尾:結果の D482 と同じ作者だ!というこ

とで、初手発見。

星野:何かあっけなく詰んで拍子抜け。

☆ 1...Ka4 と Ka6 とで同じなのと、1.Kxa5 の

(4+2)

変化も 3.Ra6# で詰ますので単調です。

 $[\bigcirc 4 \triangle 0 \times 0 - 6]$

#2

D505 Victor Zheltukhov (Russia)

- 1.Qf3 waiting
- 1...Ka6/Kb4/a3 2.Qa8/Qc3/Qxa3#

宮嶋:ぎりぎりの構図。すばらしいです。 九尾: Kb4 が詰む形は限られていました。

原岡:待機の筋

星野: Qa8と Qc3の共通項は、Qf3。

内田:三面待ち

☆入門用ですが、誤記による誤解がありました。

 $[\bigcirc 9 \triangle 0 \times 1 - 0]$



- 1.Sa5 waiting
- 1...Ke5/Kc5/e5 2.Sc4/Qc7/Sb7#

宮嶋:Sの秀逸なソッポ行き。

原岡:そっぽに行く感じ

九尾:Sの動きが楽しめました。

☆これも入門用で、こちらは全員正解でした。

 $[\bigcirc 10 \triangle 0 \times 0 - 0]$



1.Sf5 waiting

1...exf5/Kg8/Ke8 2Qf7/Qg7/Qe7#

九尾:これは易しい作品。

星野: Sの行き場所は4か所だけど、どう見て

も取られる所に行きたい。

宮嶋: これは「頭金」の入門用ですね。

☆これも入門用ですが、さすがに底が浅すぎま

した。

 $[\bigcirc 10 \triangle 0 \times 0 - 0]$



- 1.Rh2 waiting
- 1...Ka3/Kc3/Ka5 2.Qf8/Qc4/Qb5#

九尾: b2 が空いているのがヒント。

宮嶋: 前題 (D507) とは大分難易度に差があ りますね。1...Ka3 2.Qf8# が、作者狙いの詰

め上がりでしょうか。

星野: Ka3? Qf8 の詰みが強烈。

☆この変化はいい感じです。後の2つが平凡で

すが。

 $[\bigcirc 10 \triangle 0 \times 0 - 0]$

D509 Aleksandr Pankratyev C+ (Russia)



#2 (9+7)

1.Re4 (2.Sf6#)

1...Rc6+/Kxe4/Kc6 2.Sbc5/Sd2/Sd4#

宮嶋: 2枚の白Pの配置がキーの発見を容易にしている。

九尾:右下の白P2枚が初手を暗示。

☆ 1.Rc6? の誤答がありました。取ってくれれ ば詰むのですが、スレットがなく詰みません。

星野: bPf5 を追加したい。

☆なるほど! 変化が一つ増え味も良くなりますね。配置はもう少し何とかなりそうな気もしますが。

 $[\bigcirc 8 \triangle 0 \times 1 - 1]$

D510 Leonid Makaronez C+ (Israel)



#3 (9+13)

1.Sxd5!(2.Qc7+Kd5 3.Qd6#)

1...Bf4 2.d4+Ke4 3.Sf6#

1...Rc6 2.Qf6+Kd5 3.Qd4#

1...exd5 2.Qe7+ Be6 3.Qg7#

1...f4 2.Re4+ Kf5 3.Qf6#

九尾:Sの働きが悪いことを重視すれば、もっ

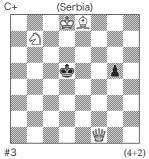
と早く初手が発見できたかも……。

星野:黒のSが今一つ働いていなくてもどかしい。

☆変化が4つありますが、どれも何となく詰む 感じでどうもすっきりしません。

 $[\bigcirc 3 \triangle 1 \times 0 - 6]$

D511 Petrasin Petrasinovic



1.Bg6! (2.Qb5+ Kd4/Ke6 3.Qc5/Qf5#)

1...Kd4 2.Qd3+ Ke5 3.Qd6#

1...Ke5 2.Qf5+ Kd4 3.Qc5#

1...Kc6 2.Qb1 (3.Be4#) Kd5 3.Qe4#

九尾:指しやすい初手で助かりました。

星野: 凄い! Bg6 できっちり捕まっている。 Kc6 に Qa6 の筋だとおもっていたら、Qb1 に ビックリ。

☆広い K ですが、1.Bg6 であとは QBS の連係 でぴったり捕まっています。2.Qb1 もいい感 じです。

 $[\bigcirc 4 \triangle 0 \times 0 - 6]$

D512 Petrasin Petrasinovic



1.Rg8!

1...Kf3 2.Qe1 (3.Rg3+ Kf4 4.Qe5#)

1...Kd5 2.Re8 (3.Sa5) Kd6 3.Sb5 (4.Qc6)

1...Kf5 2.Qe3 (3.Qe5#)

1...Kd3 2.Rq3+ Ke4 3.Qc5 (4.Qe5#)

2...Ke2 3.Sd4+ Kf2 4.Qq1#

星野:初手 Re8 と行きたいが、じっと Rg8 で 我慢する。Rg3 が良いポジション。

☆スターフライトなのですが、1...Kf5 は #3 で詰んでしまうので主要変化ではなく、その意 味ではスターフライト崩れのような感じです。 手順も何かすっきりとしません。

 $[\bigcirc 2 \triangle 0 \times 0 - 8]$

D513 Petrasin Petrasinovic



#4 (5+6)

1.Qf8! (2.Qxf6 --- 3.Qxe5)#

2...Kd5 3.Qxe6+ Ke4 4.Qxe5#

1...Kd5 2.Qc5+ Ke4 3.Qc2+ Kd5 4.Qd3#

1...Kxf5 2.Qh6 (3.Qh5+ Ke4 4.Qf3#)

2...Ke4 3.Se7 (4.Oxe3#)

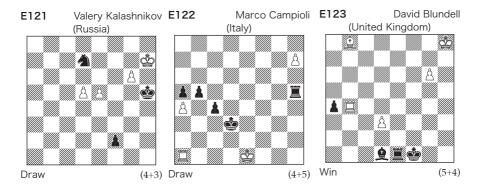
2...Kg4 3.Qh4+ Kf5 4.Se7#

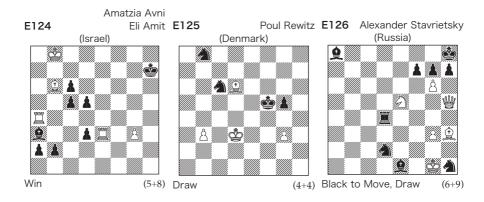
星野: Kxf5に Qh6で詰むのがなかなか発見できなかった。 最後は Qh1 まで大移動は素晴らしい。

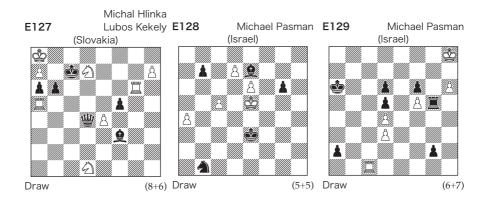
☆星野さんは 3.Se7 f5 4.Qh1? で詰ませていますが、それは詰んでいません。ただ 3 手目まで合っているので正解扱いです。

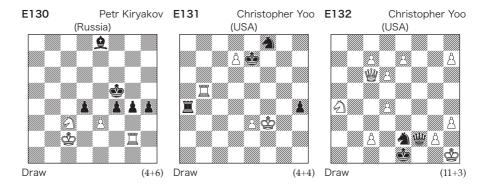
 $[\bigcirc 2 \triangle 0 \times 0 - 8]$

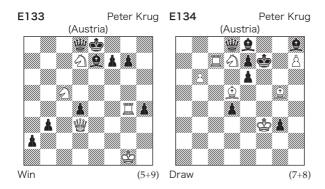
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Endgame

Endgame Editor Hiroshi Manabe (真鍋 浩) Judge 2019 Mario G. Garcia (Argentina)

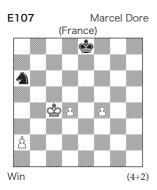
2019 年中の発表作は、大幅に増加して 33 作品となりましたので、当初のアナウンス通り、2019 年の発表作のみで受賞作を決定します。 次号から新たなサイクルになりますが、同様に単年度で 15 作品以上の場合は、2020 年の発表作のみで入賞を決定します。

Since there were 33 studies published in 2019, the prizes will be decided within the single year 2019. A new tournament will start from next issue, and will follow the same format as this year, where if the number of studies in 2020 will be no less than 15, the tournament will be closed within the single year.

ジャッジの Mario Garcia 氏の呼び掛けもあって作品が集まり、なんと史上最多 14 題を一挙に出題です。易しい作品もありますので、積極的に解答をお寄せください。E121 は自然な手の応酬でドローに持ち込んでください。E122 も簡素な初形、ポーンを巡る繊細なやり

取りがポイントです。E123 も簡素な初形から 自然な手が続きますが、最後は手筋で締めてく ださい。E124 は最初の数手はほぼ必然、黒ポー ンの塊を恐れず、ルークの力で勝ち切ってくだ さい。E125 は駒数少なく、手は限られていま す。白は黒ポーンを取ればドローです。E126 は黒から指しますが、意外に手が限られてい るので、狙いを見極めてください。E127 は白 が急がされていますが、初手が見えれば道が 開けてきます。E128 は白駒はポーンだけなの で、手は見えやすいと思います。E129 はステ イルメイト狙いですが、白Rの動きがポイント です。E130 はロシアのグランドマスターの作 品。巧みに黒ポーンの塊をいなしてください。 E131E132 はアメリカの若き IM からの投稿。 E131 は駒数は少ないですが読みが必要、終盤 はツークツワンクに持ち込みます。E132 は入 口で必然の応酬が続きますが、難しい中盤以降 を読み切ってください。E133 は、白クイーン を最大限活用することで、白には巧みな勝ち筋 があります。E134 は、自然な手を続けていく と局面がほぐれてきますが、最後まで慎重に読 んでください。

Issue 86 (E107-113)



1.f5 Kd7 2.a4 Kd6 3.Kb5 Sc7+ 4.Kb6 Sd5+ 5.Kb7 Se3 6.a5 Sxf5 7.a6 Sxd4 8.a7 Se6 9.a8=Q Win

☆ いきなり 1.Kb5? とするのは 1...Sc7+ 2.Kc6 Se6でドローなので、1.f5 Kd7と様子 を見ます。

☆ ここでも 2.Kb5? は 2...Sc7+ 3.Kc5 Se8 4.a4 Sd6 5.f6 Se4+でドロー。正解は 2.a4 Kd6 としてからの 3.Kb5 で、以下 3...Sc7+ 4.Kd6 Sd5+ (4...Se8 5.a5 Kd5 6.a6) 5.Kb7 Se3 と進みます。

☆ここで 6.f6? Sc4 7.d5 Kxd5 f7 Sd6+ はドロー。作意は 6.a5 Sxf5 7.a6 Sxd4 8.a7 Se6 9.a8=Q で白勝ちです。

 $[\bigcirc 0 \triangle 0 \times 2]$

E108 Jarl Henning Ulrichsen (Norway)



Win (6+5)

1.Bg2+ Kd6 2.Sb7+ Ke7 3.Sg6+ Kxf7 4.Bd5+ Ke8 5.Bc6+ Kf7 6.Sd8+ Kg8 7.Bd5+ Kh7 8.Sf8+ Qxf8 9.g6+ Kg7 10.Se6+ Kg8 11.Sf4+ Kg7 12.Sh5# Win

☆初手はこの一手。1...Kc5?/Kd4?はQを 取られてしまうので、1...Kd6 2.Sb7+ Ke7 3.Sq6+ Kxf7 と進みます。

☆ 4.Sd6+ Kg8 は続かないので、4.Bd5+ Ke8 5.Bc6+ Kf7 と B の位置を変えてから 6.Sd8+ とこちらからチェックし、6...Kg8 7.Bd5+ Kh7 と隅に追い込みます。

☆ ここで 8.Sf8+(元の位置に戻る Switchback) Qxf8とg6のマスを空けて、 9.g6+とポーンを進めればメイトの形が見 えてきます。以下、9...Kg7 10.Se6+ Kg8 11.Sf4+ Kg7 12.Sh5#でメイトです。

☆初形で a5 に居た白ナイトが h5 まで盤面を 大きく横切って、最後は Sh5# でメイトにす ることがテーマでした。

 $[\bigcirc 0 \triangle 1 \times 1]$



1.Be4+ Bc6 2.Sd7! Qb7 3.Bxc6 Qxc6 4.Qd3 Rh4! 5.f4! Rxf4 6.Qd5 Ra4+ 7.Kb2 Rb4+ 8.Ka1! Oxd5 9.Sb6+ Rxb6 Draw

☆ 1.Be4+ Bc6 は必然として、2.Sd7! が次の 3.Sb6+ を見せたうまい手。2...Qxd7 3.Qa6+ Kb8 Qxc6 は簡単にドローになるので、黒は 2...Qb7 と応じます。

☆ ここから 3.Bxc6 Qxc6 4.Qd3 と Sd7 に 紐を付けて一段落。黒はメイトを狙いに行きますが、4...Rh5 に は 5.Sb6+! (5...Qxb6 6.Qf3+)、4...Rh6 には 5.Ka2! Rh5 (5...Rd6 6.Qa3+) 6.Sb6+ Kb8 7.Sc4でドローにできます。

☆ 4…Rh4 が最強の応手ですが、5.f4! Rxf4 とポーンを捨てるのが伏線。6…Sxb6+を含みに6.Qd5! で簡単にドローのようですが、6…Ra4+ 7.Kb2 Rb4+ でb6の地点を守られてしまいます。ここで慌てず8.Ka1! として8…Qxd5 に対しては予定通り9.Sb6+ Rxb6とすれば、先にポーンを捨てた手が活きてステイルメイトでドローになります。

☆作者によれば、過去に発表された不完全作に 基づく作品とのことです。

N. Kralin (1984) 2S5/Pk1p4/2q5/1p6/8/K7/7r/2B1Q3 [○ 0 △ 2 × 0]



1.Ra5 Bd8 2.c7! Bxc7 3.Ra7! Kb2+ 4.Kg2 Rg1+ 5. Kxg1 Bxh2+ 6.Kxh2 Rxa7 7.Bc8! a1=Q 8.Rg1 Qa5 9.Rg2+ Kc3 10.Rg3+ Kd4 11.Rg4+ Draw

☆ 自然な初手 1.Ra5 に対していきなり 1...Kb2+ とするのは、2.Kg2 Re1 3.Bd7! Re2+ 4.Kf3 Rf2+ 5.Ke3 Re7+ 6.Re6 として ドローです。

☆黒が 1...Bd8 と R に当てる手に対して、 2.Ra8? と当て返すのは、以下 2...Kb2+ 3. Kg2 Rc1 4.Rd6 Rc2+ 5.Kf3 Rf7+ 6.Ke4 Rf4+ 7.Kxf4 Bc7 として黒勝ちです。

☆作意は焦点に捨てる 2.c7!。 2...Rxc7 3.Rd6 Kb2+ 4.Bd1 はドローなので、黒は 2...Bxc7 3.Ra7! と進めます。

 $\stackrel{\wedge}{}$ 3...Be5 に 対 し て は 4.Ra4 Rc7 5.Bf5 Kd2+ 6.Kg2 Rcc1 7.h4 でドローなので、黒 は こ こ で 3...Kb2+ 4.Kg2 Rg1+ 5.Kxg1 Bxh2+ 6.Kxh2 Rxh7 と素抜きで R を取ります。

☆白に手段は残されていないようですが、7.Bc8! が絶妙手。7...a1=Q 8.Rg1 Qa5 と Q の位置を変えてから9.Rg2+ とチェックを掛けると、黒 K が 1 段目から4 段目に留まる間はg1~g4 から R のチェック、5 段目に逃げた瞬間に Rg5+でQを抜くことができ、従ってこの局面はパーペチュアルチェックでドローになります。

 $[\bigcirc 0 \triangle 0 \times 21$



1.Sf6! Rxf6! 2.gxh7 Rf8 3.d6! Ke5 4.dxc7 Sf5+ 5.Kg4! a4 6.Kh5! a3 7.Bxf5 Kxf5 8.g6 Kf6 9.Kh6 a2 10.q7 Win

☆初形でポーンによるフォークが掛かっていますが、喜んで 1.gxf7?/gxh7? と取るのはいずれも 1...Sh5+ からポーンを取られてドローになります。

☆ 作 意 は 1.Sf6! で す が、逆 方 向 に 1.Sh6?(Thematic try) とするのは、1...Rxh6! 2.gxf7 Rh8 3.d6 Ke5! 4.dxc7 Sf5+! 5.Kh2 Sd6 6.h5 b4 7.h6 Sxf7 8.c8=Q Rxc8 9.Bxc8 Sxg5 10.Kg3 Kd6 11.Kf4 Nf7 と ドローになります。

☆作意の 1.Sf6! に対しては、1...Rxf6! 2.gxh7 (2.gxf6? Rh6!) Rf8 と進みます。 3.d6! のブレイクにも3...Ke5! 4.dxc7 Sf5+と粘ります。
☆ 白は 5.Kg4! a4 6.Kh5! a3 としてから
7.Bxf5と取ります。なおも 7...a2 と進めるのは 8.c8=Q Rxc8 9.Bxc8 a1=Q 10.h8=Q+で白勝ち、作意は 7...Kxf5 8.g6 Kf6 9.Kh6 a2 10.g7 となって白勝ちです。

 $[\bigcirc 0 \triangle 0 \times 2]$



1.Sg4+ Kxh5 2.Sf6+ Kh6 3.Sxd5 Rd6+ 4.Ka5 Qd7 5.Rh1+ Kg7 6.Qd4+ f6 7.Qxf6+ Rxf6 8.Rh7+ Kxh7 9.Sxf6+ Win

☆ 初手から 1.Sxd5? とするのは 1...Rd6+ 2.Ka5 Qc8 でドローなので、白は 1.Sg4+ Kxh5 2.Sf6+ Kh6 として、わざと味方の Sh5 を消してから 3.Sxd5 と取ります。

 $\stackrel{\wedge}{\sim} 3...$ Qf5 とするのは、4.Rh1+ Kg7 5.Qd4+ f6 6.Rh7+! Kxh7 7.Sxf6+ Kh6 8.Sxd7 で白勝ちなので、黒は 3...Rd6+ 4.Ka5 と進めます。 $\stackrel{\wedge}{\sim} 4...$ Qf5/Qc8 は い ず れ も 5.Rh1+ Kg7 6.Qd4+ f6 7.Qa7+ で白勝ち。作意の 4...Qd7 に も、5.Rh1+ Kg7 6.Qd4+ f6 7.Qxf6+ Rxf6 8.Rh7+ Kxh7 9.Sxf6+ と進めて白勝ちになります。

 $[\bigcirc 0 \triangle 0 \times 2]$



1.Rc2! Rg1+ 2.Kh2 Rg2+ 3.Rxg2 fxg2 4.Sg3+ Kf2 5.Se4+ Kf1 6.Sd2+ Kf2 7.Sf3 Kxf3 8.Rd7 Kf2 9.Rd2+ Kf1 10.Rxg2 f3+ 11.Rg3 f2 12.a7 Bxg3+ 13.Kxg3 Kg1 14.a8=Q f1=Q 15.Qa7+ Kh1 16.Qb7+ Kg1 17.Qb6+ Kh1 18.Qc6+ Kg1 19.Qc5+ Kh1 20.Qd5+ Kg1 21.Qd2! Win

☆ 1. 初手 Rd2?は、1...f2 2.Rxf4 Rg1+ 3.Kh2 Rg2+ 4.Kh1 Rg1+ となってドローなので、 1.Rc2! が正解です。

☆ 1...Rxh5の変化が長くなりますが、2.a7 Rxh3+ 3.Rh2 Rg3 4.Rh5! Bd4 5.a8=Q Rg1+ 6.Kh2 Rg2+ 7.Kh3 Rg3+ 8.Kh4 Bf2 9.Qa6+! Kg2 10.Rxh6 Rg6+ 11.Kh5 Rxa6 12.Rxa6 Bg3 13.Rg6! f2 14.Rxf4で白勝ちです。

☆ 作 意 の 1...Rg1+ に 対 し て は、2.Kh2 Rg2+ 3.Rxg2 fxg2 4.Sg3+ Kf2 5.Se4+ Kf1 6.Sd2+ Kf2 7.Sf3 Kxf3 8.Rd7 とナイトを犠 牲にして局面を打開します。

☆こで 8... Ke2 には 9.Kxg2 f3+ 10.Kh1 f2 11.Rf7 Bd4 12.Kg2で白勝ちなので、 8...Kf2 9.Rd2+ Kf1 (9...Ke1 10.Kxg2! Kxd2 11.a7!) 10.Rxg2 f3+ 11.Rg3 と進めます。

☆以下手順は長くなりますが、11...f2 (11... Bb8 12.a7 Bxa7 13.Rxf3+) 12.a7 Bxg3+ 13.Kxg3 Kg1 (13...Ke2 14.a8=Q f1=Q 15.Qa6+! Ke1 16.Qxa5+) 14.a8=Q で ついにプロモーション。ここから 14...f1=Q 15.Qa7+ Kh1 16.Qb7+ Kg1 17.Qb6+ Kh1 18.Qc6+ Kg1 19.Qc5+ Kh1 20.Qd5+ Kg1 とクイーンを鋸引きで近づけ、21.Qd2! でフィニッシュです。

 $[\ \bigcirc\ 0\ \triangle\ 0\times 2]$

☆今回は2名から解答を頂きました。

2020 年度海外誌 購読斡旋について

2020 年度の海外誌購読を下記のとおり斡旋いたします。為替レートの関係で、去年よりほんの少しお安くなっています。

希望の雑誌名と料金(予価)を明記して、郵 便振替にて**1月24日(金)まで(厳守)**に JCPS へお申し込み下さい。

なお、新規および住所変更の方は、必ず氏名・ 住所にローマ字表記を付して下さい。

The Problemist (英語)

イギリスで発行されている最も老舗の専門 誌。全分野。年6冊。

pdf 版(ダウンロード)配布と、従来同様の紙媒体配布の、2種類があります。後者は、pdf のダウンロードも無料です。

pdf 版……800 円

冊子版……4000円

Phénix(フランス語)

全分野。年8冊ほど。6200円。

Die Schwalbe (ドイツ語)

これも老舗の専門誌。全分野。年6 冊。 4700 円。

feenschach (ドイツ語)

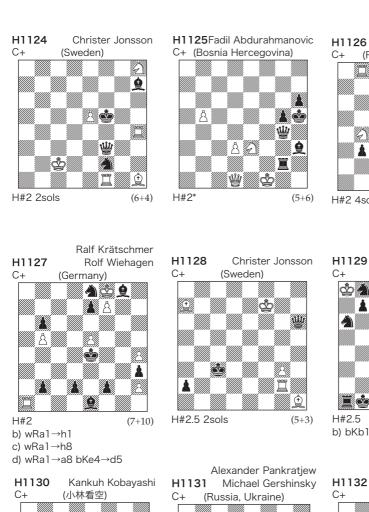
フェアリー専門誌。年4冊。5400円。

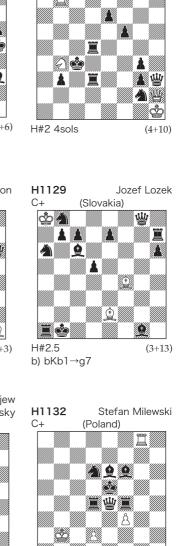
Probleemblad(オランダ語)

全分野。年4冊。4700円。

StrateGems(英語)

全分野。年4冊。5400円。





H#3 2sols

(4+7)

Aleksandr Pankratjew

(Russia, Ukraine)

Evgeny Gavryliv

4

Aleksandr Pankratjew
H1133 Evgeny Gavryliv
C+ (Russia, Ukraine)



H#3 2sols (4+10)

H1134Christopher J.A. Jones C+ (Great Britain)



(6+15)

H#3 b) bPd7→d6 H1135Fadil Abdurahmanovic C+ (Bosnia Hercegovina)



H#4 2sols (5+10)

H1136 Aleksandr Pankratjew



H#5.5 (2+8)

H1137 Torsten Linß
C+ (Germany)

H#8.5 (2+5)

Helpmate

Helpmate Editor Masato Yoshii [吉井雅人] Judge 2019

Ivan Denkovski (North Macedonia)

今号は14間の出題です。H1130 はa)2解、b)2解の合計 4解です。b) は b6のRを黒Qに変えてください。たくさんの解答、短評をお待ちしています。

This issue has 14 compositions.

Issue 86 (H1082-1103)

H1082 Toshimasa Fujiwara C+ (藤原俊雅)



H#2 2sols (5+2)

1.Bg5 Kf2 2.Bxf4 c4#

1.Bxf4 Rf5 2.Be3 c3#

九尾:うまく説明できませんが、詰棋的。

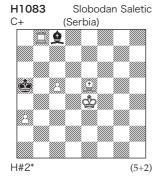
塩見:白Pと黒Bの動きがそれぞれ好対照。

則内:黒Bの時間差が良い感じ。

○藤原さんの初投稿作。bBのテンポ、ポーンのステップのコントラストが美しいです。 初投稿とは思えないレベルの高さだと思いま

す。次作を期待しています!

MY:Tempo of bB, 1-2 steps of pawn. Solutions have good harmony.



Set Play 1...Rb4 2.Ba6 Bc7# 1.Bd7 Rb6 2.Ba4 Bc3#

九尾:初 Set Play。こういう答え方でよいのでしょうか?

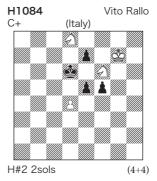
○はい、この書き方で結構です。

則内: Good taste like his stalemates.

○簡素な初形からのエコーメイト。

MY:Good echo mate from very

economical setting.



1.e4 Sf7+ 2.Ke6 d5# 1.e6 dxe5+ 2.Ke7 Sc6#

星野:一見SとPだけで詰ましにくそうだが、 e6とe7の2か所にKがスッポリ収まりそう。

九尾:一見詰むとは思えませんでした。うま い駒繰り。

則内: Compact patterns are unique. ○詰みそうに見えませんが、2S 特有のメイトですね。

MY:An enjoyable puzzle by 2S.



1.Bc4 Rq2 2.Kd5 Re2#

1.Bf5 Rd4 2.Ke5 Rd6#

星野: Ba1 だと直球過ぎてつまらない。Bb2 の変化球にして正解。

九尾:Bの利きを止めるのは第一感。

塩見:黒Kがいったん陰に隠れる感じが面

白い。

則内: Dynamic R to shut and open

○ B のラインに自ら入って、R の開き王手

で決まります。

MY:Discovered mate by R.



Set Play 1...Sxf7+ 2.Kc8 Bxb7#

- 1.Kc8 Sq6 2.Sd8 Se7#
- 1.Sd6 Bb7 2.Se8 Sxf7#
- 1.Ke8 Bxf7+ 2.Kf8 Bh6#

九尾: Set Play は普通は1解しかない、と いうことですよね?

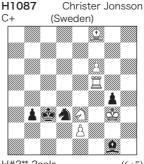
○はい、その通りです。正解です。

則内: I dug out possibility one by one.

○特にテーマはなさそうですが、食指の動く

初形だと思います。

MY:I can not see clear them, but the initial position is good.



H#2** 2sols

(6+5)

- 1...Rd5 2.b2 Rxd3#
- 1...Rf4 2.Sb2 Bb4#
- 1.b2 Ra5 2.Kb3 Ra3#
- 1.Sf2 Sc2 2.Kc4 Rc5#

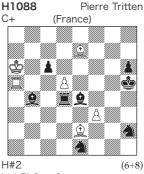
星野: 初手 Sb2 では詰まない (SET なら詰 む)のが上手い。

則 内: Sf2 to self-interfere is the highlight.

小林: Set はすぐに解が出てくるのに...。

○ Jonsson さんの作品としては珍しく難し いと思います。

MY: Well constructed work by our regular contributor.



- b) bPh6→g6
 - a) 1.Rxd5 Bc4 2.Rf5 Bf7#
- b) 1.Bxf3 Ra3 2.Bg4 Rh3#

星野: f3P は必要そうな駒だが、d4P は如何 にも取って欲しそう。

則内: Well-made for substantial moves.

ORとBの役割変換、Pelle move も入って最後はピンメイト。

MY:Complex and attractive work with Peele move and Pin mate. ODT.

H1089Fadil Abdurahmanovic



1.Qg4 Bc3 2.Rd2 Bxf6# 1.Kg5 Re4 2.Qe3 Sf3#

星野:2 解各々で利きを止める意味合いが異なるので戸惑う。

則内: Black pieces control heavy traffic.

○素晴らしい作品だと思います。白
黒 Pelle move の組み合わせ。さすが
Abdurahmanovic さんという作品です。

MY:Very fine work with white and black pelle move x2 by our regular contributor.

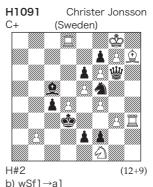
Aleksandr Pankratjew
H1090 Aleksey Ivunin
C+ (Russia)

H#2 2sols (7+9)

1.Rc3+ Se3+ 2.Kxd4+ Sc5# 1.Kxd4+ Sc5 2.Rc3+ Se3#

則内: Harmony of solutions is excellent.
○コントラストもよく、手順が逆になるのも
面白いです。

MY:Bivalve and exchange of moves. Nice harmony with solutions.



a) 1.Sxd4 f5 2.Qxg3 fxe6#

b) 1.Se3 g4 2.Qe4 dxc5#

星野:ピンをするのは大体わかるが、最後駒 を取って詰みは見えにくかった。

則内: Advanced skill to arrange 3 lines.

内田: a) が難しいです。

○壁が厚そうですが最後はピンメイト。これ も Pelle move の要素が入っています。

MY:Pelle move and pinmate. Solutions have good harmony.



1...Kxc3 2.Kb6 d8=Q+ 3.Kc5 Qa5# 1...d8=Q+ 2.Kb7 Qa5 3.Rb8 Sd6#

星野: なぜ PC3 なのか、一所懸命考えて分らず、とても難しかったので効果はあった? 則内: Qa5 is essential in both solutions. ○ c3 の P 取りは違和感がありますね。Qa5 から 2 つのメイト形。

MY:Two mate pattern from Qa5.

Aleksandr Pankratjew
H1093 Aleksey Ivunin
C+ (Russia)

H#3 3sols (3+7)

1.a5 Bxd4 2.Ka6 Rb1 3.Ra7 Rb6# 1.Sc6 Rxh2 2.Sb8 Ra2 3.Rc6 Rxa7# 1.Kb8 Bxh2 2.Rb7 Bxf4+ 3.Rc7 Rh8#

星野:3解全て詰上りも手順も異なり、楽しめた。

則内: Rh8# was hard for me to imagine.

○ この 3 解はそれぞれ味が異なるので面白

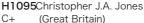
いと思います。

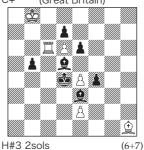
MY: Enjoyable various mates.



1.Sg3 Bc2 2.Se4 Rc1 3.Sd6 Ba4# 1.Ra7 Rb5 2.Kb7 Rxd5 3.Ka8 Rd8# 則内: We always hope for double checks. o bS だけが動くか、wR だけが動くか。最 後は両王手。

MY:move bs only or wR only. Double check mate.





1.Bxe4 Rc5 2.Bf3 Rd5+ 3.Ke4 Bxf3# 1.f3 exd5 2.Kxd5 exf3 3.Bd4 f4#

星野: h1B で二度おいしい。 則内: Chains of capturing are strange.

○ Jones さん特有の駒取りですが、何をどの順番で取っていくか。いずれも h1B のカ

でメイト。

MY: Sequence of captures is interesting. Mates by the power of Bh1.

1.e1=S fxg3 2.Sf3 Be3 3.Sd4 Bf4# 1.e1=B f3 2.Bd2 Bc5 3.Bf4 d4#

星野: d4かf4の穴塞ぎだが、SとBでうまく塞げた。

九尾:SとBを作るしかなく、素直な印象。 則内:Promotions suggest whole stories. ○SとBへの成分け。それぞれの特徴を生かしてメイト。

MY:Solutions have good contrast with harmony.



1.Sc4 Bxg2 2.Sb2 Rb4 3.c1=B Be4# 1.Se1 Bh3 2.c1=R Bf5+ 3.Sc2 Rb4# 星野: g2 と h3 の一枡違いでうまく 2 解を限定できた。

則 内: wB takes off from the cramped room.

九尾:RとBの詰上りを考えるだけなので、 取り組みやすかったです。

○ R と B への成り分け。コントラストは良いと思います。

MY:Promotions to R and B. Solutions have good harmony.



1.Sa6 bxc8=Q 2.Ba3 Qxa6 3.Bb2 Qa5# 1.Rd6 b8=Q 2.Be3 Qxd6 3.Bd2 Qxf6#

九尾:Sを作って左右に動かす2解と思い込み、苦戦。

則 内: Such a comical sense heals us well.

○ Qの単騎詰をどう実現するか。黒の塊が 面白いです。

MY:Enjoyable white minimal mate with Q by our regular contributor.

Aleksandr Pankratjew
H1099 Evgeny Gavryliv
C+ (Russia, Ukranine)



1...Bxb4 2.Kd3 Be1 3.Re2 Rc4 4.Qe4 Rc3#

1...Rxb4 2.f3 Rb5 3.Kf4 Rg5 4.Be4 Bc1#

星野: 1 解目は 7R \sim Q なので 2 か 2 解目 は B \sim Q だろうと当たりを付けたら肩透か し。

則 内: Kf4 was unexpected at the first glance.

 \bigcirc B \angle R のコントラストが良いと思います。 ODT.

MY:The contrast of solutions is good. ODT.

Aleksandr Pankratjew
H1100 Aleksey Ivunin
C+ (Russia)



1...Sc5 2.Kc4 Sxa4 3.Rb4 Sxb6+ 4.Kb3 Sd7 5.Ka4 Sc5#

1...Sxb6 2.Kb3 Sxa4 3.Sd3+ Sxb2 4.Sb4 Sd3 5.Ka4 Sc5#

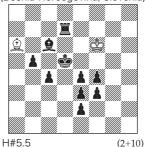
星野:僕は左回りが先に解けました。皆さんはどうなんだろう?

則内: Men on the 2nd rank are clues to solve.

○ S の 2 つの単騎詰。面白い手順だと思います。

MY:Enjoyable white minimal mate with S. A nice puzzle.

Fadil Abdurahmanovic
H1101C+ Marko Klasinc
(Bosnia Hercegovina, Slovenia)



1...Kq5 2.Ba8 Bb7+ 3.Ke5 Bxe4 4.Rd4

Bh7 5.Bd5 Kg6 6.Ke4 Kf6#

Loyd's clearance + white Indian + white Rundlauf

星野: Kd3 に誘われて遠回り。この形だと、 Ba8 ~ Bb7 を第一感に考えないとだめです ね。

九尾:白Kが動くのは見えにくいです。

則内: At the end of reasoning, I found 1 ... Kg5.

○ B の位置を左から右へ持ってきて最後は ロイヤルバッテリー。Loyd's clearance や Indian や K のルントラウフも入ったさすが の作品。

MY:Loyd's clearance and white Indian and white Rundlauf. The very fine collaboration by top composers.



1.e5 Kf5 2.e4 dxe4 3.Kd6 e5+ 4.Ke7 e6 5.Kf8 Kf6 6.d3 e7#

星野: 手順限定のための Sh8 がちょっと苦しい。

則 内: Friendly because pawns' moves are limited.

○テンポ2つの面白い作品。

MY:Clear theme of K tempo and P tempo.

H1103 Zlatko Mihajloski
C+ (Macedonia)

H#7 2sols (2+4)

1.Kd5 Bd4 2.Kc4 Ke5 3.Kd3 Kd5 4.Kd2 Kc4 5.Rd1 Kb3 6.Kc1 Ka2 7.Rd2 Bb2# 1.Sa1 Bf2 2.Sb3 Ke3 3.Kc5 Kd3+ 4.Kb4 Be1+ 5.Ka3 Kc4 6.Ra2 Kb5 7.Rb2 Bb4#

星野: スリリングな K のすれ違いを二度も 体験できた 則内: Guess final charts at the beginning to solve

○ポーンなしの6枚の簡素な初形から2種類のメイト。よく動きます。

MY:Aristocratic miniature with Indian. Model mate.

○次回も解答と短評をどうぞよろしくお願い します。

Orthodox

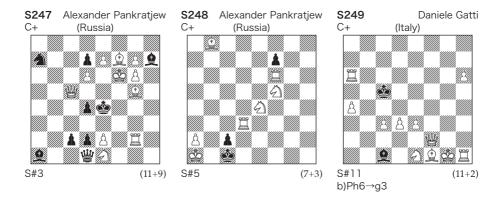
Continued from p.5



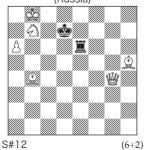
1.Sf5 (2.Sg7#) Rg8 2.Qc5 (3.Qxe7) Kd7 3.Qxe7+ Kc6 4.Sd4+ Kb6 5.Rf6+ Ka5 6.Qa6#

☆キャスリングが出てくるようでそうでもなく、何となく詰み狙いがよくわかりませんでした。

 $[\bigcirc 1 \triangle 0 \times 0 - 9]$



\$250 Alexander Pankratjew (Russia)



Selfmate

Selfmate Editor Kohey Yamada (山田康平) Judge 2018-2020 Diyan Kostadinov (Bulgaria)

☆ S247 には4つのラインから構成される明確なテーマがあります。

☆ S248 は客寄せ。まずこれからトライを。

☆ S249 は白 Ph6 を g3 に移しても別の手順で S#11 になるツインです。長手数ですのでヒント。途中、a) では黒 K を 1 段目ま

で追いやります。b) は h 列まで追いやります。b) は全部チェックです。

☆ S250 は機械検討なしです。なお、S249 よりグッと易しく、前半8手は白フライト を埋めるお膳立ての手順。後半4手はBh5 がカギを握ります。

Issue 86 (S240-243)

☆長手数もあり、解答者2名と減少。



- 1.Sf8! (2.Qh5+(A) Bxh5+ 3.g4+(B) Bxq4#)
- 1...g1=R 2.g4+(B) Rxg4 3.Qf4+(C) Rxf4#
- 1...Bxe3 2.Qf4+(C) Bxf4 3.Bd3+(D) Rxd3#
- 1...Sxg3 2.Bd3+(D) Se4 3.Qh5+(A) Bxh5#

☆鮮やかな Cyclic。

☆初形、e6 へのフライトだけが唯一 Re3 1 枚でのカバーですので、そこをもう 1 枚足す Sf8 がキー。スレット Qh5 \sim g4 は見えやすいと思います。

☆抵抗として白の駒を落とす Bxe3 と Sxg3 が先に見えて、それらは g4 が出ないので、 Cyclic に気付くのに時間がかかるかもしれません。

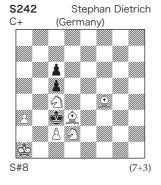
星野: 4 つのラインがうまく組み合わさって、 心地よい下位互換。



1.a8=Q+ Kb4 2.Bd2+ Kb5 3.e8=B+ Kb6 4.c8=S+ Kc7 5.Sb7+ Bxc2#

☆詰む形は一つしかないので、電車道。 AUWになっていればまだしもです。

星野:確かに何となく追いかけて行ったら、 詰んでいた。

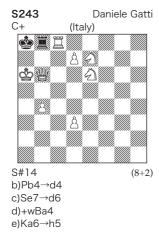


1.Be4 Kd4 2.Be3+ Kc3 3.Sb2 c4 4.Bxc6 Kxc2 5.Sb1 c3 6.Be4+ Kb3 7.Bd5+ Kc2 8.Ba2 cxb2#

☆黒 c5 にトドメを刺してもらうために白 Bd3 が大活躍。まずは e4 に移動させて、黒 c4 のときの当たりをさけつつ c6 を落とせる ようにします。後半は a2 を埋める動きがポ イントです。

星野:要と見える Pc2 をあっさり取らせる

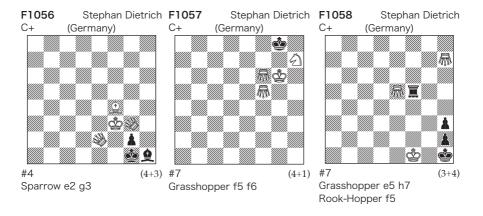
のがポイントだった。

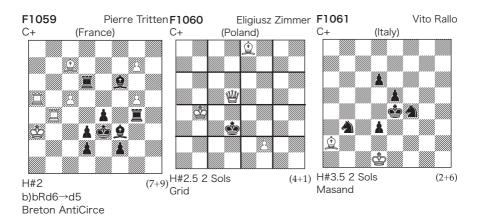


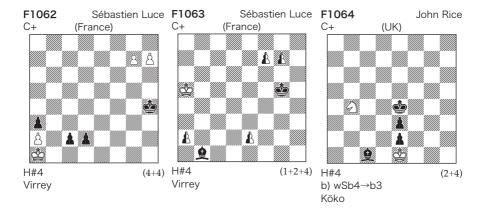
☆正解者なし。クインテットの全手順は以下 の通り。

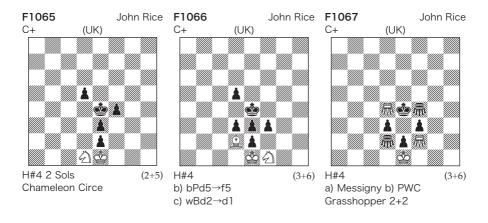
a)1.d8=R! Rxc8 2.Qc6+ Kb8 3.Qd6+ Ka8 4.Sc7 Kb8 5.Scd5+ Ka8 6.Qc6+ Kb8 7.Qb5+ Ka8 8.Sb6+ Kb8 9.Sc6+ Kc7 10.Oe5+ Kxc6 11.Rd6+ Kc7 12.Rd4+ Kc6 13.Qb5+ Kc7 14.Sa8+ Rxa8# b) 1.d8=Q! Rxc8 2.Qc6+ Kb8 3.Qcd6+ Ka8 4.Sc7+ Kb8 5.Sb5+ Ka8 6.Qd5+ Kb8 7.Sc6+ Ka8 8.Sa5+ Kb8 9.Q8d6+ Rc7 10.Q5c6 Kc8 11.Sa7+ Kb8 12.Qb4+ Rb7 13.Qe8+ Kc7 14.Qb6+ Rxb6# c) 1.Sb5! Rxc8 2.Sec7+ Rxc7 3.d8=Q+ Rc8 4.Qc6+ Kb8 5.Qdd6+ Rc7 6.Qe4 Kc8 7.Qf8+ Kd7 8.Qee7+ Kc6 9.Qa8+ Rb7 10.Ka5 Kd5 11.Qg8+ Kc6 12.Qf6+ Kd7 13.Qfd8+ Kc6 14.Sa7+ Rxa7# d) 1.Sf5 Rxc8 2.Bc6+ Rxc6 3.d8=Q+ Rc8 4.Qc6+ Kb8 5.Qdd6+ Rc7 6.Qe5 Kc8 7.Qa8+ Kd7 8.Qd8+ Kc6 9.Qe8+ Rd7 10.Ka5 Kb7 11.Qeb8+ Kc6 12.b5+ Kd5 13.Sf4+ Kc5 14.Qa7+ Rxa7# e) 1.Qc6+ Ka7 2.Rc7+ Rb7 3.d8=Q Rxc7 4.Qca8+ Kb6 5.Sd5+ Kb5 6.Qdb8+ Rb7 7.Qe8+ Rd7 8.Qa7 Kc6 9.Sec7 Kd6 10.Qg6+ Ke5 11.Qg5+ Kd6 12.Qh6+ Ke5 13.Qa1+ Kf5 14.Qh7+ Rxh7#

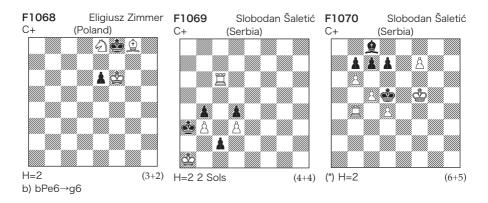
☆ K の位置が違う e) はさすがにがらっと変わりますが、それ以外は基本的な戦略は似ており、Q を c6 に据えて局面をコントロールしていきます。c) とd) の最終手は同じで、途中もちょっと似ているのですが、それにしても5種類の違う手順を同手数で限定された手順で納める、というのはかなり奇跡的に思えるのですが、どうなのでしょう。世界的な評価を知りたいところです。

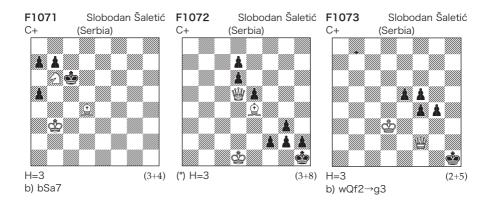


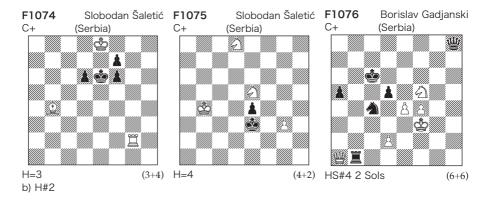


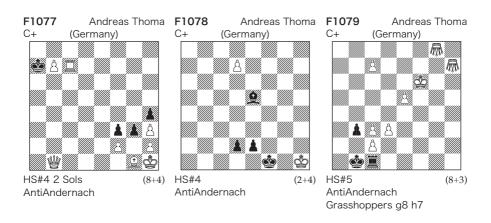


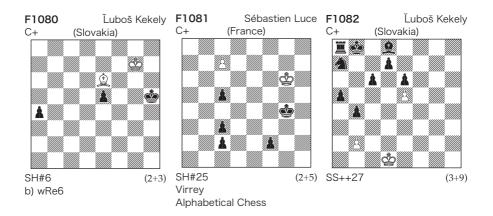


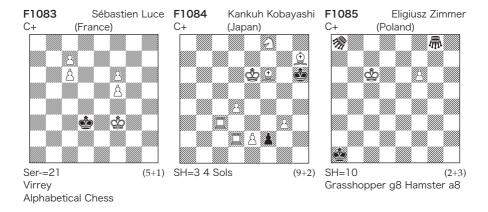












Fairy

Fairy Editor Vlaicu Crisan (Romania) Judges 2019 Paul Răican (Romania)

Many thanks to the composers who answered to our request and submitted their originals! We are able to publish 30 originals in this last issue of 2019. I am happy to welcome Borislav, one of world's leading fairy experts! Composers, please continue to strongly support our fairy column in the next year as well.

We start with three direct movers, all by Stephan. In order to solve them, please bear in mind that Black should not be allowed more than one move. In **F1056** there is just one Sparrow move, but in the next compositions both white Grasshoppers will move.

After this gentle warming up, please be prepared for the following 9 helpmates. In Pierre' s **F1059**, tested with Winchloé, the sequence 1.Bxg5[>Bf8][-bPd2] gxf8=B[>Bc1][-wBc1] is not allowed. In **F1060** Eligiusz shows two surprising ideal mates in echo. In one of the solutions from

F1061, the wBa2 is actually not needed - how would you assess such a problem? Sébastien introduces a new fairy condition called Virrey: a Pawn promotes to Rook on a and h files, to Knight on b and g files, to Bishop on c and f files, to Queen on d file and to ViceKing (Fers + Visir) on e file. I think all his entries are solverfriendly, so please give them a try! John' s amazing quartet has in common the same stipulation (H#4) and same Kings' position (Ke1 - Ke4). I will give some hints for the solvers. The white King mates in F1064 and the white Queen (!) in F1065. The white Queen mates also in two phases and plays a prominent role in the third one in **F1066**. In **F1067** there are two swaps in a) and four captures in b).

I expect you will be eventually able to solve all of the following 8 helpstalemates. The next four helpselfmates are more difficult. In the highly original **F1076**, the placement of pieces Kc6-Kf3, Qa1-Qh8, Sc4-Sf5 and Pe4-Pd5 should lead you to the main theme: "7 pairs of point reflection moves with opposite colors". Andreas sends his researches on AntiAndernach Chess condition. In **F1077** the black pawn g3 will promote twice at f1 into a white Queen. In **F1078** the black King becomes

the front piece of a black battery activated in the last move. In F1079 there is an unexpected zugzwang mate.

Already tired? Then the series will offer some relief. Promotions occur in five of the problems, with the last one showing an amusing black sarcophagus. The black Hamster can' t play null moves, which explains the stalemate in F1085.

Please don't forget to send your comments to the originals - the composers love to receive your feedback! I wish all the readers a Happy New Year and successful 2020.

Issue 86 (F984-1019)



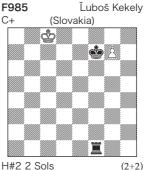
b) nKc3 c) wPe7 d)=c)+nKg3Neutral King f4 Patrol

- a) 1.nKg3 a8=Q 2.nKh2 Qg2#
- b) 1.nKb2 a8=Q 2.nKa1 Qa2#
- c) 1.nKg5 e8=Q 2.nKh6 Qg6#
- d) 1.nKf2 e8=Q 2.nKe1 Qe2#

Author: Echo model-mates after promotions in a two-men minimal

Sunouchi: I' m not sure my solutions are

Crisan: They are correct, Seiichiro! A paradox: the white Queen patrolled by the neutral King may capture its patroller.



Checkless Chess

H#2 2 Sols

1.Rh1 Kd7 2.Rh7 g8=Q# 1.Ke7 Kc7 2.Rf7 q8=S#

Author: Quartet. Minimal.

Sunouchi: Side by side are useful on

Checkless-chess.

Crisan: Two different promotions in Wenigsteiner. In the final positions Black is mated because all legal moves would deliver an illegal check to the white King.



4 Total Invisibles Neutrals

1.exf2 Kg5 2.fxg1=nQ nQgg2#

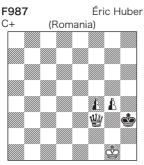
Invisibles on f2 g1 g2 and g3/g4; Invisible on g3/g4 cannot be a black R/Q because of wKq5

1.fxg3 nQf4 2.gxh2 TI~xh2#

Invisibles on g3 h2 g2 and g5; Invisible g2 is a white Rook.

Editor: Nobody could solve this.

Crisan: Two Invisibles are annihilated by the black Pawns, the other two must be somehow revealed. In the end, only the identity of one Invisible is actually revealed, but the remaining Total Invisible can't stop the mate.



H#2 (1+1+3) b/c) nQf3→e6/e3 d) nPf4→g3 4 Total Invisibles Neutrals

- a) 1.TI~xg4 nQxg3+ 2.nQe1 TI~xf4# mate by Sg2xf4
- b) 1.fxg3 gxh5 2.TI~xg3 TI~xh5#mate by discovery check Rf5xh5
- c) 1.gxf3 TI~xf3 2.fxg3 TI~xg3# mate by Qf3xg3 – the invisible unit cannot be a white Rook!
- d) 1.Qf4 Kf1 2.gxh2 TI~xh2# mate by Rh2, the 4th Invisible is not defined.

Editor: Nobody could solve this.

Crisan: In a) the Total Invisibles are on g3 (captured by the nQ), g4, g2 and f1. The capture Sg2xf4 demonstrates that the black Invisible on g4 can' t be a Queen or a Rook, hence the mate. In b) two Invisibles are captured on g3 and h5. The third black Invisible captures on g3, so there must be a white Invisible on f5. The capture on h5 demonstrates the Invisible is a white Rook. In c) two Invisibles are captured on f3 and g3. There is another

Invisible on f2, which can't be a black Queen, Bishop or Pawn. The Invisible playing from f3 to g3 is therefore a white Queen. Finally, in d) there are two Invisibles on f2 and h2. The last move could be either Rg2xh2 or Q/Rh1xh2.



H#2 2 Sols (1+2+2) 3 Total Invisibles Neutrals

1.nQd6 0-0 2.cxb1=nQ Rc1# Invisibles f2, wRh1, b1 1.nQf4 TI~xc2 2.Kd3 0-0-0# Invisibles wRf2, e3, wRa1

Editor: Nobody could solve this.

Crisan: The castles reveal the identity of one Invisible, while the second is placed on f2. The nPc2 either captures or is captured by the third Invisible. With bPd4 there is a cook: 1.cxb1=nQ TI~~ 2.nQb6 TI~xd4# in which the white Invisible can be either a Rook or a Oueen playing first on d1.

Luis Miguel Martin Sébastien Luce C+ (Spain, France)

Luis Miguel Martin Sébastien Luce C+ (Spain, France)

Luis Miguel Martin Sébastien Luce C+ (Spain, France)

1.Qh3 LOxh3-h4 2.Se5 LOxe5-f6# 1.Sd2 LOxd2-e2 2.Kf6 LOxg2-f2#

1.Se5 LOxe5-d6 2.Qg3 LOxg3-f4#

1.Ke4 LOxg2-f2 2.Sb6+ LOxb6-b7#

Authors: Four mates by the Locusts.

Sunouchi: Encircle the defenseless King with Locusts.

Crisan: In the first solution LOg3 guards g5, while in the third solution LOb2 guards e5. A very neat miniature!

Igor Vereshchagin
F990HC+ Andrey Frolkin
(Russia, Ukraine)



H#2 b) wPc6→h6 (8+14) Maximum number of Total Invisibles

a) 1.bx(TI)a1=B! c7 2.Bf6 c8=S# (1 TI) b) 1.cx(TI)d1=R h7 2.Rd6 hx(TI)=q8=S#(2 TIs)

Editor: Nobody could solve this.

Crisan: The mixture of retro analysis with

Total Invisibles is here shown for the first time! The number of pawn captures establishes the maximum number of available [total] invisibles.



b) wKh7 c) la6 d) bKa8 Imitator b1

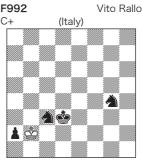
- a) 1...a8=B[Ib2] 2.Kc8[Ia2] Bb7[Ib1]+ 3.Kd8[Ic1] Ke7[Ib1]#
- b) 1...a8=S[Ib2] 2.Ke8[Ic2] Sc7[Ie1]+ 3.Kf8[If1] Ka7[Ie1]#
- c) 1...a8=Q+[Ia7] 2.Kd7[Ia6] Qc6[Ic4]+ 3.Kd8[Ic5] Ke8[Ib6]#
- d) 1...Kf8[Ib2] 2.Kb7[Ic1] Ke8[Ib1]
 3.Kc8[Ic2] Kd7[Ib1]#

Author: Imitator, 4 royal mates and 3 different promotions in a Wenigsteiner.

Editor: Nobody could solve this.

Crisan: Black can' t parry the mate due to the absence of a legal Imitator move.

(1+4)



H#3 2 Sols Masand 1.a1=Q+ Kb3 2.Qd1[g4=wS]+ Ka3 3.Kc2 Se3[d1=wQ]#

1.Se3 Ka3 2.a1=Q[c3=wS]+ Kb4 3.Sc2[a1=wQ]+ Qd1[c2=wS]#

Author: Promotion, Change of black-white batteries and double check.

Sunouchi: Moves of white K is humorous

as a decoy.

Crisan: Lovely Masand motivated play.



H#3 b) wBh4 (3+7) KoBul Kings AntiCirce

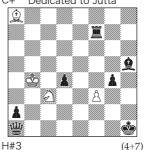
- a) 1.Bb5 Kf5 2.g1=S Kf6 3.Sf3 $Sxf3[a3=rS][wSf3 \rightarrow b1]#$
- b) 1.Sdb4 Ke5 2.g1=B Kd6 3.Bf2 Bxf2[a3=rB][wBf2 \rightarrow c1]#

Author: Expected solutions would be white Knight capture black Bishop (white Bishop capture black Knight), which fails because black Pawn g2 can occupy white Knight rebirth square (no possibility to guard or block b1).

Editor: Nobody could solve this.

Crisan: The whole point of the solution is that a) $4.rS:b1[f6=rS][brSb1 \rightarrow g8]??$ and b) $4.rB:c1[d6=rB][brBc1 \rightarrow f8]??$ are illegal self-checks due to both fairy conditions. An exquisite interpretation, typical for Pierre's innovative ideas!

Andreas Thoma
F994 (Germany)
C+ Dedicated to Jutta



a) Circe b) Chameleon Circe

- a) 1.Qxc3[+wSg1]+ Kb5 2.Qxf3[+wPf2] Sxf3[+sDd8] 3.Qxa8[+wBf1] Bg2# b) 1.dxc3[+wBc1] Be3 2.Qg1
- b) 1.dxc3[+wBc1] Be3 2.Qg1 Bxg1[+sSb8] 3.Sd7 f4#

Sunouchi: (a) is quite delightful. I can' t solve (b).

Crisan: Both a) 4.K:g2[+wBf1]?? and b) 4.K:g1[+wRa1]?? are illegal self-checks. I really can' t say which of the twins I like more!



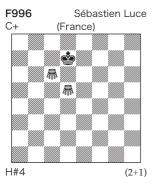
1...Ke1 2.d2+ Kf2 3.d1=Q Kg2 4.Sde3[d1=wQ][f5=wS]+ Qd4[e3=wS]# 1...Bh3-g4 2.d2 Kc2 3.d1=Q[g4=bB] [d5=wS]+ Sc3[d1=wQ]+ 4.Ke3 Qf3[q4=wB][f5=wS]#

Author: Miniature, Cross Chess, Double

Check, White Battery, Promotion.

Editor: Nobody could solve this.

Crisan: Hard to solve, even knowing the black Pawn will promote into a Queen. Masand compositions can be usually solved only by trial-error approach.



b-f) All the pieces are transferred in the same direction, with Kd7→f6/e8/h5f4/e3 Duplicable Grasshoppers c6. d5 Circe centripede

- a) 1.Kd6 Ge6(+Gc6) 2.Kc7 Gf7(+Gd5) 3.Kb8 Gb6 4.Ka8 Gb7#
- b) 1.Kf5 Gf6(+Gf4) 2.Kg6 Gg3(+Ge5) 3.Kh7 Gf7 4.Kh8 Gg7#
- c) 1.Ke7 Gf7(+Gd7) 2.Kf6 Gg6(+Ge6) 3.Kxf7(Ge5) Gd6 4.Ke8 Ge7#
- d) 1.Kh4 Gh5(+Gh3) 2.Kxh3(Ge4) Gf3 3.Kh2 Ge2(+Gg4) 4.Kh1 Gg2#
- e) 1.Kf3 Gg3(+Ge3) 2.Ke2 Gd2(+Gf2) 3.Kxf2(Ge4) Gd3 4.Ke1 Ge2#
- f) 1.Kd3 Gc3(+Ge1) 2.Kc2 Gb4(+Gd2) 3.Kb1 Ga1 4.Kxa1(Gd4) Gb2#

Author: Three pairs of different echoes: a)/b),c)/e), d)/f). Switchback e8 to ... e8 in twin c), and four corners of black King (a,b,d,f). With the condition Circe Centripede, on the last move of each variation, black King cannot capture white Grasshopper as it rebirths on the center with self check!

Editor: Nobody could solve this.

Crisan: An impressive task, exploiting two completely new fairy conditions (at least for me) and a clever twinning mechanism. Surely not too bad for a Wenigsteiner!

Sébastien Luce
F997 (France)
C+ Ded. to Chris Feather

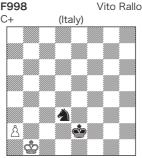
H#4.5 b) Ee2→e3 (1+3+1) Equihoppers e2, f6 Neutral Pawn g7

- a) 1...g8=nR+ 2.nRg5 nRd5 3.Eb4 nRd3 4.Ec4 nRa3+ 5.Ea4 nRxa4#
- b) 1...g8=nE 2.nEe4 Kd7 3.Ee5 nEe6 4.Eb8 Kc6 5.Ea7 Kc7#

Author: Two different promotions lead to two typical mates. Note that in b) black Equihopper has to go in b8 not to selfblock but not to "offer a hurdle" to the neutral Equihopper at the end.

Editor: Nobody could solve this.

Crisan: In both phases the Equihopper must limit the movement of the mating neutral piece.



H#5 2 Sols Masand (2+2)

1.Kf1 Kc2 2.Sb4[a2=bP]+ Kd2 3.a1=Q Ke3 4.Sd5+ Kf3 5.Qd1[d5=wS]+ Se3[d1=wQ]#

1.Ke3 Kc2 2.Kd4 Kb3 3.Sc1[a2=bP]+ Ka4 4.a1=Q[c1=wS]+ Sb3[a1=wQ]+ 5.Kc4 Od4#

Author: Promotion, Change of black-white batteries and double check.

Editor: Nobody could solve this.

Crisan: I like more the second solution with the unexpected mate in the middle of the board.

F999 Eligiusz Zimmer (Poland)

Part (Poland)

Part

Contra-Grasshoppers a4, d5 Grasshopper b8

1.Se5? [2.Sc6#] 1...Sb4 2.CGe4# 1...Bf7 2.CGa5# but 1...Gb5!

1.Sd8! [2.Sc6#] 1...Sb4 2.CGe4# 1...Bf7 2.CGa5# 1...Gb5 2.CGxe8#

Editor: Nobody could solve this.

Crisan: The unprovided move 1...Gb5 creating a flight should immediately guide the solver to the threat 2.Sc6#. The mutual CG batteries are very interesting!

Jean-Marc Loustau **F1000** (France)

#2 (9+6)
a) In Winchloe we trust
b) We trust in Popeye
Locust a7 c2 g3

a) Winchloe is my God

AntiCirce

1.Kc1! [(1... Ke7) 2.Rb7#]

1... fxg5(g7) 2.LOxe4-f5(LOf8)# A

1... gxh5(h7) 2.LOxf3-e3(LOe8)# B

b) My God is Popeye

1.Kb1! [(1... Ke7) 2.Rb7#

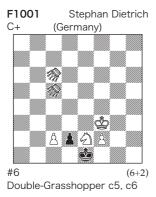
1... fxg5(g7) 2.LOxf3-e3(LOf8)# B

1... gxh5(h7) 2.LOxe4-f5(LOe8)# A

Author: Reciprocal change, based only on the different implementation in the 2 solving programs of the rebirth of a Locust in AntiCirce.

Editor: Nobody could solve this.

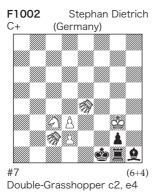
Crisan: Thank you, Jean-Marc, for the dedication. This problem should raise a smile on our faces, as our fairy column reached a significant milestone: 1000 published originals. The message is simple and appropriate for this special occasion: each of us can support either solving program, but the creativity of chess composers has no limits!



1.Ke3! Kd1 2.Sd4 Ke1 3.DGc3 Kd1 4.DGe4 Ke1 5.DGc3 Kd1 6.DGcc1#

Author: DG play on c-file.

Editor: Nobody could solve this. Crisan: In the final position DGe4 mates via b1. The black King can't capture on c1 because it will be checked via c4 and can't return on e1 because it will be checked via c3. A very impressive sequence of moves!

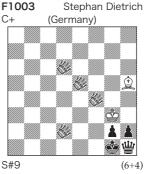


1.Kf3! Ke1 2.DGg4 Kf1 3.Sd1 Ke1 4.Sf2+ Kf1 5.DGc2 Ke1 6.Ke3 Kf1/Rf1 7.DGc4#

Editor: Nobody could solve this.

Crisan: This problem can be also viewed as an example of the new German school. The direct attack 1.DGc4? fails due to 1...Ke1! The main plan 1.Sd1? is too early

due to 1...Ke2! After a preparatory plan safeguarding e2, the main plan can be executed. In the final position DGc4 guards f1 via f4, while DGe4 guards e1 via b4.



Moose d2, d6, e5, f4

1.Md7! Kf1 2.Me1+ Kg1 3.Kh3 Kf2 4.Mfd1+ Kg1 5.Md3 Kf2/Kf1 6.Be2+ Kg1 7.Bg4 Kf2/Kf1 8.Me2+ Kg1 9.Mxh2 Qxh2#

Editor: Nobody could solve this.

Crisan: Another enjoyable problem for Conflictio fans: the four mooses must help Santa Klaus (wK) reach the edge where it could be mated by Merry Christmas (bQ)!



b) bSg2→e1

- (a) 1...e5 2.e3 exd4 3.Qxd4 Se1 4.Qc4+ Rxc4#
- (b) 1...e6 2.Bf3 exf5 3.Qxf5 Sg2 4.Qg6+ Bxq6#

Sunouchi: Cool bS behind the show for wO...

Crisan: I simply love this paradoxical problem, with the bS surprisingly playing to the square where it will be shifted in the twin!

Petko Petkov F1005C+ (Bulgaria) In memoriam to V. Nestorescu



HS#4 b) -bBg3 (6+7) Anda

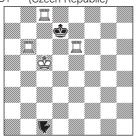
- a) 1.Rg2!! Bf1! 2.d6 Bxg2=nB+!! 3.nBf1=wB+! Rc4 4.B7xc4=nB+! nBxf1=bB#
- b) 1.Bh5!! Rh6! 2.Bb4 Rxh5=nR+!! 3.nRh6=wR+! Bc6 4.Rcxc6=nR+! nRxh6=bR#

Author: HS# in a logical style with effects typical of the Anda condition only.

Editor: Nobody could solve this.

Crisan: In a) bBb5 becomes white and wBf7 becomes black, while in b) bRc6 becomes white and wRc2 becomes black. The pinned neutral pieces have no choice but capture the pinning pieces, hence turning to black. The best helpselfmate with Anda I have ever seen.

F1006 Václav Kotěšovec C+ (Czech Republic)



HS#8 2 Sols (4+2) Nightrider c1

1.Rb1 Nf7 2.Kb4 Nd6 3.Rd8+ Kc6 4.Kb3 Kb5 5.Ka2+ Ka4 6.Ka1 Nf5 7.Rd4+ Ka3 8.Re3+ Nxe3#

1.Re1 Ne2 2.Rbb8 Ke6 3.Kb6 Kd5 4.Rd8+ Kc4 5.Kb7 Kb5 6.Ka8+ Ka6 7.Rd5 Nf4 8.Re6+ Nxe6#

Editor: Nobody could solve this.

Crisan: Even after finding the critical position with the forced S#1, finding the whole solution requires a lot of precision! Two splendid move sequences, with amazing technical accuracy.



1.e1=S g8=R 2.Sg2 Rxg2= 1.e1=B g8=Q 2.Bg3 Qb3=

Author: Bicolor AUW.

Sunouchi: Efficient work with AUW, and

Qb3 is nice.

Kobayashi: Beautiful AUW!

Crisan: Four correct answers: congratulations! This surely comes as a relief after the difficult problems from the beginning of the set.



(*)1...Bc8 2.c6 Bb7= 1.c5 Be6 2.cxb4 Bb3=

Sunouchi: Elegant pair of solutions including a pin.

Crisan: Turning a pin into a block using a Bishop.

F1009 Slobodan Šaletić (Serbia)

1.g5 d8=B 2.g4 Bh4= 1.g6 d8=Q 2.g5 Qxg5=

Author: Tempo in the second solution.

Sunouchi: It's friendly for us to learn stalemate.

Kobayashi: Black tempo.

Crisan: There is also a choice of the white promotion.



(*) 1...Qa4 2.g6 Qe8= 1.Bf8 Qb1 2.Ke7 Qg6=

Sunouchi: Q in a faraway place must approach.

Crisan: Two black pieces (bBe7 and bPg7) can initially move. In the set play, the pawn is auto-blocked and the Bishop is pinned, while in the real play the Bishop is incarcerated and the Pawn is blocked.

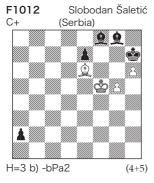


- a) 1.0-0-0 c6 2.Rd6 c7 3.Rc6 Kxc6=
- b) 1.Ra7+ Kd6 2.Kd8 c6 3.Rd7+ cxd7=

Author: Chameleon-echo. Ideal stalemates.

Sunouchi: Pretty problem with Chameleon echo.

Crisan: Please note the bR is captured in a) by the wK and in b) by the wP.



- a) 1.a1=B Kg4 2.Kg6 h7 3.Bag7 hxg8=Q= b) 1.Kh8 h7 2.Bg7 hxg8=B 3.Bh6 gxh6=

Sunouchi: Brilliant work with a beautiful wreath.

Crisan: A more challenging helpstalemate, worth solving!



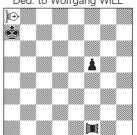
1.a5 Ke2 2.a4 Kd3 3.a3 Kc4 4.a2 Kxc5 5.a1=R Kxd4 6.Ra6 Ke3 7.Rh6 Kf2 8.g6 Kq3=

Author: Ideal stalemate.

Sunouchi: Promote to be R, and shut it up. Crisan: Rex Solus problems are always

funny!

René J. Millour F1014 (France) Ded. to Wolfgang WILL



H=16 (1+3) Pao f1, Vao a8 11+13 Invisibles

1.PAf4 VAc6 2.PAxf7 VAe4 3.f5(x)g4 VAb7 4.g4(x)h3 VAf3 5.h3(x)g2 VAd1 6.g2(x)h1=PA VAh5 7.PAhxh7 VAxe8 8.PAhxd7VAxb5 9.PAd4 VAe2 10.PAc4 VAxc4 11.Kb6 VAe6 12.Kc5! VAb3 13.Kb4 VAxf7 14.Ka3 VAxa2 15.Kb2 VAxg8 16.Ka1 Kc2=

Author: The first white moves are mysterious. However, with hurdle-PAf7, 7...VAh5-e8 is a capture and, with hurdle-PAd7, 8...VAe8-b5 is a capture! The capturing move 10...VAe2xPAc4 needs a hurdle on d3, present from the beginning because there is no I-move in the solution. Thus, at 10th move and not earlier, we deduce that, with hurdle-d3, 9...VAb5-e2 was a capture! Thus, a piece was on e2 and, with hurdle-e2, 5...VAf3-d1 and 6.VAd1-h5 were 2 captures! Remember, we have now an Id3.

13...VAb3xPAf7 needs a hurdle, not on c4 or e6, visited at 10th and 11th moves, thus necessarily on d5, a hurdle also present from the beginning. Consequently, at 13th move and not earlier, we deduce that, with hurdle-d5, the VA-moves on e6, b3, a2, g8 were 4 captures! Remember, we have now an Id5 and, with this hurdle-d5, 2...VAc6-e4, 3...VAe4-b7 and 4...VAb7-f3 were 3

captures! A piece was on b7 and, with hurdle-b7, **1...VAa8-c6 was a capture!**

It is now clear that the 13 stipulated bIs were annihilated on c6, e4, b7, f3, d1, h5, e8, b5, e2, e6, b3, a2 and g8! All diagonal P-moves are captures and pieces were present on f3, f5, h5, f7 and d5, making that the 9 first black moves were 9 captures and 9 wIs were destroyed on f4, f7, g4, h3, g2, h1, h7, d7 and d4! If these 13 bIs and 9 wIs are removed, Id3 and Id5 are the 2 last wIs!

12.Kc5 shows that Id5 cannot be the wK! Thus, when the 13th bI disappears, in other words at 15th move and not earlier, the wK is revealed on d3!

Crucial hurdles are ascertained on d3 and d5 only at the end of the solution, forcing retroactively a lot of captures! The first diagram alongside shows the location of the 28 pieces before the solution! Only Id3=wK is revealed, 23 Is are never revealed but we are sure 22 of them are captured! 24 captures if we count the given bP and bPA. The bK-moves show that wId5 is B, P, PA or VA and, at the end, VAg8 is very useful: thanks to hurdle-d5 it guards a2! Thereby, with wKc2, wVAg8, wId5 and bKa1, Stalemate is really ascertained!

Traps!

The bK visits c5 to prove that Id5 is not the wK and, on the way to a1, avoids c3 because Id3 is the wK!

Black must really capture 9 wIs. For example, instead of PAd7xd4-c4, if PAd7-c7-c4 is played a wI is not captured, thus an unrevealed wI is possibly on d3, the unrevealed wK being somewhere else on the board. In this case a final Stalemate is by far not ascertained!

"1+3 = 4 pieces" are announced and at the end "3+1 = 4 pieces" are present! This "wenigsteiner to wenigsteiner" consideration deserves to be mentioned. being a surprising point when in reality we start with 28 pieces!

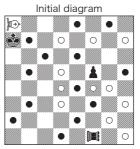
Long trips by wVA in 15 moves, bP in 8 moves with promotion, bK in 6 moves via c5!

Very intense use of hurdles to ascertain retroactively a lot of captures!

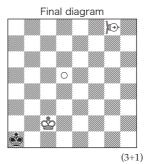
Not less than 24 Is. A substantial Wenigsteiner very typical of the I-system!

Editor: Nobody could solve this.

Crisan: Please have also a look at the diagrams in order to follow the above play:



(12+16)



A monumental conception, which will undoubtedly be a serious contender for winning the 2019 Wenigsteiner tournament!

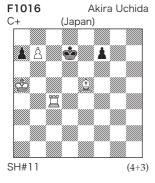


1.c1=S 2.Sb3 3.Sc5 4.Sa6 Rb5# 1.c1=R 2.Rd1 3.Rd6 4.Rxb6 Ra4#

Author: Model mates.

Sunouchi: Quite easy to make us happy. Crisan: Is anyone able to show the same

mates with less pieces?



1.f6 2.fxe5 3.e4 4.e3 5.e2 6.e1=R 7.Re6 8.Rc6 9.Kc7 10.Kb8 11.Rc8 bxc8=Q#

Sunouchi: Delete B, and promote to be devoted R.

Crisan: The bK needs a shield and then the shield must be destroyed. A neat Excelsion!

F1017 Sébastien Luce C+ (France) ø œ Ö 氚 Ser-=20 (3+9)

Grasshopper h8

1.Gh1 2.Ga1 3.Gxa8 4.Ga6 5.a8=S 6.Sxc7 7.Sd5 8.Sxe3 9.Sxq4 10.Sxh2 11.Sf3 12.Sxd4 13.Sxe2 14.Sc3 15.Sxb1 16.Sc3 17.Sa4 18.Ga3 19.Ga5 20.Sb6=

Author: Four corners of white Grasshopper, followed by a Rundlauf of white Knight of promotion.

Sunouchi: Nobody could solve this.

Crisan: I love the final position. This problem is a very nice follow-up of the article written by Sébastien in our pages.



(*) 1...Bb8=

1.Kxa7 2.Kxb6 3.Kc5 4.Kd4 5.Kxe4 6.Kf5 7.Kg6 8.Kh7 9.Kh8 g6=

Continued on p.48

Vlaicu Crisan, Éric Huber R279 Michel Caillaud (Romania x2. France)



-6 & S#1 Proca Retractor Assassin Circe

Retro

Retro Editor Naoki Matsuzaki(松崎直樹) Judge 2019-2020 Thomas Brand (Germany)

☆今回は Retractor 1作で、難しめです。 R279 は Champagne Tourney 2019 (テー マは Bristol) の 2nd HM の作者とジャッジ による合作で、同作をさらに発展させたも のとなります。このルールでは K のあるマ スが再生位置となる駒に相手の駒が利いても チェックとなります。序盤は白駒が初形位置 にある黒駒を取って消えた手を繰り返し逆算 して bK を動かしていきます。白を詰ます黒 駒は-5手目に登場します。この手は黒駒を 取った白駒、取られて再生された黒駒、その 黒駒に排除された黒駒の3つが関連します ので、見えにくいと思います。発生した黒駒 が白駒に利いてチェックがかかるようにする こと、その黒駒を戻すと別の白駒に利くこと、 bK が逃げられないようにすること等を考え る必要があります。最後はwSでチェックし、 黒の応手で白が詰む形にします。解答をお待 ちしています。

Issue 86 (R262-270)



Proca Retractor AntiCirce Calvet

-1. Ke1xRd1(Ke1) Rd2-d1+ -2. Ke2xSf1(Ke1) Rd1-d2+ -3. Ke1-e2 Rd2-d1+ -4. Ke4xBd5(Ke1) Bg8-d5+ -5. Ke3-e4 S~-f1+ -6. Ke2-e3 Rd1-d2+ -7. Ke1-e2 Rd2-d1+ -8. Kf7xSe8(Ke1) Bh7-g8+ -9. Kg6-f7 Bg8-h7+ -10. Kf5-g6 & 1. Kg4#

e8 を塞いで wK 単騎で詰ますのだが、bK が離れているので、チェックされた局面に戻しながら近づけるように予め bB を g8 に戻しておく。BとSのダブルチェックを逆算

するためにBをSの再生位置に戻すという 手順は、これまでにも度々登場している。

Wenda: Though single elements are well known the result is an elegant "Wenigsteiner " with KK-mate. The restriction on Calvet-type seems to be unnecessary as no uncaptures on a square of origin occur in the solution.



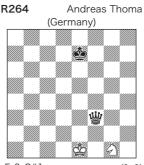
Proca Retractor
AntiCirce Cheylan
No Forward Defense

-1. Ke1xRf1(Ke1) Rf2-f1+ -2. Kd1xBc2(Ke1) Bb1-c2+ -3. Ke2-d1 Rf1-f2+ -4. Ke1-e2 Rf2-f1+ -5. Kf6xPg6(Ke1) Bf4-e3+ -6. Kf5-f6 g7-g6+ -7. d2-d3 Rd3-f3/Ba2-b1+ -8. c6xBd7(Pd2) Be8-d7+ -9. c5-c6 & 1. Kg4#

wK を g4 に動かして詰ますには bPh5 が 邪魔なので、g7 を塞ぐために bPg6 を逆算 して戻させる。e8 を塞ぐ bB を逆算できる ように wP を 2 段目に戻すのだが、そのとき白にチェックがかかっているように予め bBc2 を逆算しておく。

Wenda: Similar decoys like in the

previous problem pretty arranged. The FD···3.Ke2-d1 Rf2-f1+ & fw. 1. Re1# was to exclude. Probably the problem is correct as well with the stipulation -9 AntiCirce (without the additions Cheylan & no FD). The try 3.Ke2-d1 Rf2-f1+ & fw. 1.Re1? K:e1! will be defeated in this case.



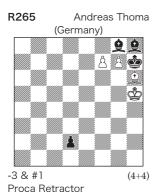
-5 & S#1 (2+2) Proca Retractor AntiCirce Cheylan 2 sols.

-1. Sb1xPd2(Sg1) d3-d2+ -2. Kf5xQe4(Ke1) Kd8-e7+ -3. Se3xBg4(Sb1) Bh5-g4+ -4. Kg6-f5 Bg4-h5+ -5. Kf7-g6 & 1. Ke8+ K~# -1. Ke1xRf1(Ke1) Rf2-f1+ -2. Kd1xQc2(Ke1) Kd8-e7+ -3. Se4xRd2(Sg1) Re2-d2+ -4. Ke1-d1 Rd2-e2+ -5. Kf7xQe6 & 1. Ke8+ K~#

逆算可能な白の手が多いため難しいと思う。両解とも2つのbQによるチェックを逆算するにはbKがd8に戻るしかない。最後にwKがe8に行ってチェックすると、bKが逃げてbQが利いて詰む。

Wenda: It's astonishing that the author could manage 2 different sequences of retro-moves with 4 pieces only. The

Cheylan type allows wK to enter e8.



AntiCirce Chevlan

2 sols.

- -1. Kg5-h5 d3-d2 -2. Kf6-g5 d4-d3 -3. Ke7-f6 & 1. f8=\$#
- -1. Bf4-h6 d3-d2 -2. Bh2-f4 d4-d3 -3. g6-g7 & 1. Be5#

WP が動かなければ黒は bP しか逆算できないので、チェックされた局面に戻さずとも黒の応手を限定できる。作意は wK を e8 に利かせて Pを S に成る手順と、wB で h2 を塞いで Pが bK に利かないように戻してから詰ます手順の 2 解となる。

Wenda: It was not easy to discover the w moves of the 2 nice solutions; however it's a pity that the black play has no strategic effect and is the same one in each solution. As far as I see the addition "type Cheylan " could be canceled. I suppose the author has chosen this type just to get the problem tested by the program "Pacemaker ".



Proof Game 17.5 (14+14)

1. e3 e5 2. Ke2 Bc5 3. Kf3 Se7 4. Kg4 d5 5. Kh5 Be6 6. Bd3 Sc8 7. Be4 dxe4 8. Qg4 Qd3 9. Sf3 Qf1 10. d4 Ke7 11. d5 Rd8 12. dxe6 Rd1 13. Rg1 Bd4 14. exd4 Sc6 15. d5 Sd4 16. Be3 Sb5 17. Bd4 exd4 18. d6+

bK にチェックがかかっているので、最終 手は c5xBd6+, d5-d6+, e5xBd6+ のいず れかである。白と黒の P が B を取ってすれ 違っていること、bRh8 が d 筋を通っている ことから、d, e 筋の P がクロスキャプチャー して d 筋を空けたことが分かる。手数を計 算するとシングルステップした P は wP が 1 つだけであり、bP は両方ともダブルステップしているので最終手は d5-d6+ である。 後半の手は黒の手が限られているので逆算 しやすいと思う。前半の手順は wPd2 が動 く前に bQf1 を指す必要があることに気づけ ば、あとは駒を動かす順番に気をつけて進め ていけばよい。

作者:ポーンの擦れ違いが狙いです。



Proof Game 9.5

(14+12)

1. h4 d6 2. Rh3 Be6 3. Rg3 Bb3 4. Rg6 hxg6 5. axb3 Rh5 6. Rxa7 Rc5 7. Ra2 Rc3 8. dxc3 Ra3 9.Bh6 gxh6 10. bxa3

盤上に残っている駒で白5手+黒3手必要なことが分かるが、それ以外の駒の動きは見えにくい。c3は黒マスなので取られた駒はbRと分かる。bRa8がc3で取られたと仮定してみると、例えばbBc8がa2で取られた後wBc1がb2経由でbRh8を取ってからa7で取られ、bRa8がwRh1をc3で取った後に取られるという手順が考えられるが、これでは手数が合わない。作意手順ではc3で取られたのはbRh8であり、白のa,b-Pと黒のg,h-Pがそれぞれクロスキャプチャーしたことになる。

作者:ポーンのクロスが狙いです。a2 ルークの配置に多少不満が残りますが、やむをえずというところでしょうか。



Proof Game 9.0 Growing Men

0 (15+13)

1. f3 d6 2. f4 Kd7 3. f5 Qe8 4. f6 Ke6 5. fxg7 Kf5 6. gxh8=Q Kg6 7. Qf6 Bf5 8. Qh4 Sd7 9. Qxh7 Kxh7

黒の手数を計算すると丁度9手となるので、盤上にない黒駒3つは動かずに取られたことが分かる。WPが黒駒を2つ取って斜めに進み、h8で成った後にbPh7を取ったと考えられる。成駒の動いた回数は奇数回であり、移動距離が√2以上であることから、0に成って3回動いたことになる。

Author: The wPf2 moves forward in small steps, so that it can capture at g7 and h8. But after these "long" captures, it can no longer capture with the very short move h8xh7. So White is forced to promote to Queen, which then makes "growing" moves in order to capture at h7 (and being captured itself, realizing the Ceriani-Frolkin-theme). C+ by Jacobi v0.6.2.



Proof Game 9.5 Growing Men

(13+15)

1. d3 f6 2. Bd2 f5 3. Bc3 f4 4. Qd2 f3 5. Qf4 fxg2 6. Qf7 gxh1=Q 7. f4 Qf3 8. Kf2 Qh5 9. Kg3 Qxh2 10. Kxh2.

黒の手数は奇数なので、bPf7が動かずに取られたのではないことは明らかである。R268と同様、盤上にない白駒は動かずに取られ、bPがh1でQに成って3度動いてから取られている。Kが相手のQと隣り合っているが、移動距離が減少してはならない、ルールのためにチェック放置とはならない。

Author: The wQf7 suggests a capture of the bPf7 at home; but it is quite clear that a bS could not capture all the missing white pieces. Furthermore, this version is a little longer.

R270 Paul Rāican (Romania)



(5+3)

-17 & =1 Proca Retractor Circe Assassin

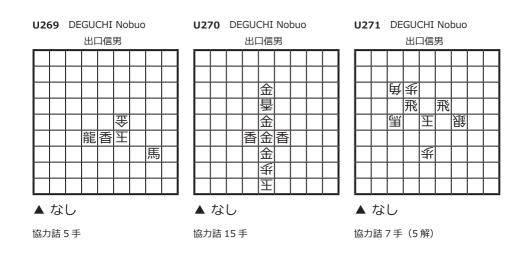
-1. Ph7xRg8=S(Ra8, -wBa8) Rg7-g8+ -2. Bb7-a8 Rg8-g7+ -3. Bc8-b7 Rg7-g8+ -4. Bd7-c8 Rg8-g7+ -5. Be8-d7 Rg7-g8+ -6. Bf7-e8 Rg8-g7+ -7. Bc4-f7 Ke5-d4+ -8. Bd5-c4 Kf5-e5+ (1st time this position) -9. Kg1-f1 Kf4-f5+ -10. Kf1-g1 Kf5- f4+ (2nd time) -11. Kg1-f1 Kf4-f5+ -12. Kf1-g1 Kg5-f4+ (avoids the draw by repetition) -13. Bg4-f3 Kh6-g5+ -14. Bh5-g4 Kg7-h6+ -15. Bf7-d5 Kh8-g7+ -16 .Be8-f7 Rg7g8+ -17. Se4-f6 & 1.Sxg3(Pq7, -bRq7)=

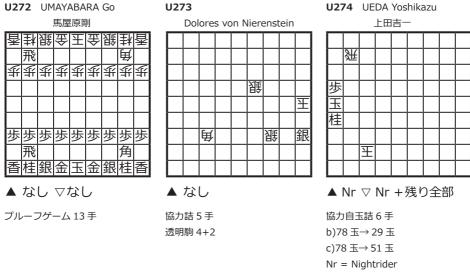
wKがf1にあるため、初手でwBa8を逆算すると黒はチェックを戻さねばならない。 白は白マスのwBに黒駒が利く形のチェック に逆算し続け、bKがwSに利いたらwKを g1に戻す。黒は隅に戻らないように抵抗するが、同形三復ルールにより最終的にh8に 戻ることになる。ステイルメイトになるよう にbRを消すのだが、再生されないようbP を取って置き換えている。

Author: First Assassin Proca Retractor ever composed with stalemate in the forward play! The only way to annihilate the bR is either by pinning it or by passive annihilation under bP. As the annihilation must occur in the forward play, white must first lure bK in the corner. This objective can be achieved through a sequence of consecutive preparatory maneuvers

☆本作は2018年に Julia's Fairies No.1309 として発表済みの作品であったことが発覚し ました。謹んでお詫び申し上げます。

I apologise that R270 was already published in 2018 as Julia's Fairies No. 1309.





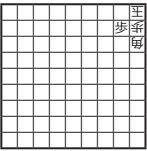
Shogi

Shogi Editor AIBA Takehiro(會場健大) Judge 2018-2020 SUDO Daisuke(須藤大輔) ☆だんだんルールについていけなくなってきた …との評をいただきましたので、今回は協力詰 多めでお届けします。

Issue 86 (U260-264)

U260 KOUSAKA Ken

高坂 研



▲ 飛角

点鏡協力詰3手

31 飛、79 角成、88 角迄 3 手。

☆ 55 を中心とした点対称の位置にある駒どう しの利きが入れ替わるこのルール。Twitter を 中心に流行を見せた。

☆たとえば初手から 21 飛などは、89 に銀などを打って利きを消してしまう手があるために詰んでいない。31 飛と限定で打つのがポイントで、これは玉方の 79 角成の手を呼び込むため。それを待って 88 角と打てば、同馬は31 飛の利きが復活してしまうため詰みとなる。21 玉に備えて 79 角成の成が限定になっているのも当然ながらうまい。

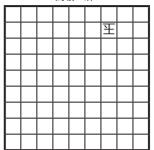
及川:79角成を先に決めておくのがポイント。

星野:88 角に間駒がきかない!

九尾:2手目の成限定がうまいところ。

U261 KOUSAKA Ken

高坂 研



▲ 金銀桂

点鏡協力詰5手

43 金、67 歩、33 銀、43 金、 55 桂迄 5 手。

☆ 55を中心に入れ替わるということは、55 の駒は絶対に入れ替わらないということでもある。それを活かしたのがこの作品。43 金と肩からかける王手に対し、前にしか効かない駒を67に打てば王手を外せる。ここで歩打が限定になっているのが詰上りを見越した地味な好手で、33 銀に43 玉と進んだ局面で今度は玉が歩になっているのである。この玉の移動範囲を33 銀一枚でカバーするために歩が限定だったというわけ。

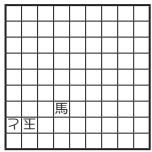
☆そうしておいて、55の特性を活かした桂吊るしで詰み。新しいルールと思うが、ルールの 急所を見抜いていち早く図化する目のつけどころがすばらしい。

及川:性能変化系ルールの基本「駒の性能を弱める」は点鏡でも有効。また、55 地点は聖域であることも分かる。

星野:歩は絶妙。持ち駒飛角桂でもいけそう? 九尾:個人的には今月最難問。中央を利用する ことは分かっても、打つなら金と思い込んでし まいました。

U262 KOUSAKA Ken

高坂 研



▲ 角桂

点鏡協力詰5手

11角、99玉、89馬、11玉、 12桂迄5手。

☆ 11 角に対し、角を玉の利きにする 99 玉で 王手外し。これが同時に玉を角にする手でもあ るために、4 手目のダイナミックな玉移動が可 能になる。駒の運動が視覚的に楽しい作品。

及川:最遠打と玉の大移動が見事!

星野:最後98に逃げられそうで指しずらかっ

たが、動けないんだ。

九尾:なぜか数秒でクリア。

U263 UCHIDA Akira 内田 昭

曐	卦	銀	馬	金	金	銀	卦	型
					廾	羰	国	
北			朱	朱	歩	朱	朱	华
		祡			诛			
歩	歩		歩	歩		歩	歩	歩
							飛	
香	桂	銀	金	玉	金	銀	桂	香

▲歩歩 ▽なし

プルーフゲーム 17手

76 歩、44 歩、同角、42 飛、 55 角、47 飛生、75 歩、42 飛、 44 歩、32 飛、73 角成、42 玉、 83 馬、51 金右、61 馬、45 歩、 43 歩生迄 17 手。

☆歩で詰んでいる形。当然、17 手目は 43 歩打ではなく、43 歩不成である。そうなると、その前に 44 歩を置いておかなければならず、手順がロジカルに決まってくる。17 手でできなかった解答は、おそらく初手から 46 歩、44 歩、45 歩、同歩と進めたものと推測する。これでは手が足りないのだが、44 歩を角で取る形を作って、47 歩を飛車で取って戻ってくれば手数が足りる。

☆作図の動機であったはずの突き歩詰の形から、無駄なく手順が紡がれた精巧な作品。

九尾:簡単に解けたと思ったら打歩詰の罠。

無解: 2 手短縮できる上手い手段を見つけられず。 打歩詰可なら 17 手でできたのですが (苦笑)。

誤解:非限定多数で、作意は今一つ不明。

U264 DEGUCHI Nobuo 出口信男

銀	銀	銀	銀	金	金	飛	角	飛
歩	步	金	金	步	歩	步		角
Г	张	歩	歩			香	桂	王
Г							桂	
Г		张					步	玉
Г		桂				香	香	
			桂					香

▲ 歩8

王手愛 S#302

(九尾氏の略記法が優れていたので借用します) 攻方が「14歩、22玉、13歩成、同玉……」 のように4手一組で歩を消費する手順を「●8 = 32」とします(「攻方が歩8枚を32手で消費する」という意)。

玉方の「14 歩、16 王、15 歩、同王……」という歩消費手順も同様に、[08 = 32] とします([玉方が歩8 枚を32 手で消費する」という意)。

- 8 = 32、75 桂、○ 8 = 32、84 歩、
- 9 = 36、84 桂、○ 9 = 36、22 玉、

83 桂成、13 玉、● 10 = 40、93 成桂、

- 10 = 40、22 玉、94 成桂、13 玉、
- 10 = 40、95 成桂、○ 10 = 40、22 玉、 85 成桂、13 王、● 10 = 40、75 成桂、
- 10 = 40、22 玉、65 成桂、13 玉、
- 10 = 40、55 成桂、○ 10 = 40、22 玉、 45 成桂、13 玉、● 10 = 40、35 成桂、
- 10 = 40、22 玉、14 歩、33 玉、
- 34 成桂、22 玉、13 歩成、同玉、
- 9 = 36、16 香、14 香迄 604 手。

☆将棋におけるセルフメイト。ただし、王手 愛、という出口氏命名のルールがくっついてお り、王手がかけられるときはかけなくてはなら ない。もっとも、詰将棋に慣れた解者にとって はむしろ王手をかけられないときはかけなくて もよいという説明のほうがしっくりきそう。

☆とにかく、持駒に歩がある間はお互い王手を かけられてしまうので、打って捨てる趣向部分 が成立している。歩が切れた一瞬をついて攻方 はキーを解決していくし、また玉方はそれを遅 らせようとするのが全体の構造。攻方玉を詰 めるためには玉方が香を入手する必要があり、 そのためには36香と33香の連結を外せばよ い。そのために 76 の桂を成桂にしてはるばる 35 まで運ぶというのがストーリーである。最 後 14 歩を禁手にするための 16 香もおしゃれ なフィニッシュ。

☆残念ながら解答者が多くなかったが、巧みに 構成されている好作と感じた。こういう作品が 作れるのであれば、王手をかけなくてもよい詰 将棋がもっとあっていいような気がする。

九尾:成桂の動きに気付いて一気に解決。攻方 が19歩と打てば早く詰むかと思いましたが、 うまくいきませんね。

Fairv

Continued from p.39

Author: Ideal stalemate.

Sunouchi: K&P on the left are comparable

to R&B.

Crisan: Miniature with two stalemates in two different corners.



1.Ke1 2.Kxf2 3.Ke3 4.Kxd4 5.Ke4 6.Kf5 7.Kg6 8.Kxf7 and back 9.Kg6 10.Kf5 11.Kxe5 12.Kd4 switchback 13.e5 14.e4 15.e3 16.e2 17.e1=R 18.Re6 19.Rxc6 20.Re6 switchback Rxe6=

Editor: wPf5 should be on e5. Many apologies to the composer and the solvers. Author: Meredith, Walk of black king, Switchbacks, Minor promotion, Clearing of the line. Ideal central stalemate.

Crisan: Twenty shades of black with funny switchback moments and a tricky final position.

Congratulations to Seiichiro for the impressive solving performance and many thanks to Kankuh, Akira and Katsuhisa for sending the correct solutions and pertinent comments. This wonderful set of originals will stick long in the memory with its many outstanding compositions - please enjoy them thoroughly again and again!

Problem Paradise

Informal Tourney Award

Fairies 2016

Judge: Kjell Widlert

There were 63 entries by 20 composers: PP73 F744-F761, PP74 F762-F776, PP75 F777-F788, PP76 F789-F806

As F781 turned out to be published before, I had 62 problems to judge.

The entries are of very different types and levels of ambition. I was much helped by the PP habit of republishing diagrams together with the solutions, and also by the enthusiastic comments from your editor and the solvers. Despite that, this tourney has given me many grey (or rather white) hairs, for there were so many original and well-constructed problems that I felt needed to be commended in the award – but I must limit the number of distinctions.

First, a few words on some entries that did not make it:

F748 (Argirakopoulos) ¾ of a Babson is a good achievement, but it pales beside the same composer's similar full Babson in BackToBack, F730 in PP 2015. FaceToFace doesn't allow a full Babson in this manner (a promoted nR cannot reach a square below the bK in one move), so the composer did the best he could.

F770 (Luce) Nice mirror mate with two

pins after critical moves. It would have been better to have both pinned pieces appear by promotion, and surprisingly it turns out this is possible with only minor changes: Bd6>a1 Ph7>a7 -Bh8 +bPa2 +bPh4, h=5 1.g1=R Be5 2.a1=B Bh2 3.Rg3 Rh6 4.Bf6 a8=Q 5.Kd6 Qe8=. That version would have had a place in the award.

F773 (Thoma) The same two mates were done by Gandev in a s#5 Max Circe over 30 years ago (WinChloe #81281).

F788 (Luce) Four self-blocking promotions in a sh# ABC is far from the record, but the detour 2.Be5! 15.Bf4! is very nice and would have earned the problem a distinction in a weaker tourney.

F795 (Thoma) Nice Circe mates with a locust after promotions. But the mates would have been models if the composer hadn't had the unlucky idea of placing the wK near the bK for no good reason. The composer has accepted my proposal to move the wK to a5 (it could also have been removed completely).

F796 (Thoma) AUW in AntiCirce with analogous solutions, but the zero-position is a real weakness. When trying to get rid of it I had to add 7 pieces, and that hardly makes the problem better.

And now the winners:

1st Prize



#2vvvv(*) (11+8) Annan Chess Grasshoppers 2+2

Set: 1...Kg1/Kc6 2.Ra1/Rc2#

Try: 1.Rc2? zz 1...Kg1/Ga8 2.Rc1/Bd3#

but 1...Kb1!

Try: 1.Rd2? zz 1...Kg1/Ga8 2.Rd1/Rd5#

but 1...Gc2!

Try: 1.Re2? zz 1...Kg1/Ga8 2.Re1/Se4#

but 1...Gd2+!

Try: 1.Ba1? zz 1...Kg1/Ga8 2.Rb1/Rd5#

but 1...Kc6!

Key: 1.Sc2! zz (The square b1 is

guarded by Bc3.)

1...Kg1 2.Bxb5# (2.Ra1+? Ka7!) 1...Ga8

2.Be4# 1...Kc6 2.Bd5#

The first problem of the year is also the best. It is a very rich two-mover with a cyclic shift of functions as its central theme: wB gives B power to wR (1.Ba1? with 2.Rb1# and 2.Rd5#), wR gives R power to wS (1.Re2? with 2.Se4#), and wS gives S power to wB (1.Sc2! with 2.Be4#, 2.Bd5#, and 2.Bxb5#); all of the transformations and most of the mates using Annan effects. But that is by no means all: there are other changed mates in the thematic phases

and still more in the set-play and in two more tries! All in all there are 6 different mates for Kg6-g1 (but most of them concurrent mates on the first rank), 4 or 5 different mates for Ga8 (depending on whether you count Rd2-d5# and Ra2-d5# as different mates or not), and 2 different mates for Kg6-c6.

The rich contents compensate for some weaknesses: The thematic cycle is made less clear by the presence of a similar but out-of-the cycle try (1.Rc2), and the wR is completely unused in the correct solution. Also, the wGf4 is only used as a cookstopper against 1.Sed5 Ga8 2.Sf4# and 1.Rf2 Ga8 2.Rf6#. (Gd6 works only as a wP but is in fact a clever way of stopping the dual 1.Sc2 Kc6 2.Sd4#.)

2nd Prize



1.Bc5! (2.Qf2#)

1...e1=Q/R/B/S 2.Qg2/Rf2/Qh1/Qe3#

This is a beautifully economical setting of AUW by a bP in an Eiffel #2. The theme has been done before (by Hubert Gockel, WinChloe 680673), but with 17

pieces instead of the 12 here. I leave it to the reader to find out how the four mates are separated, it is worth the trouble. Even the key is motivated by Eiffel (1.Ba7? Sb5!, 1.Bb6? Sc4!).

3rd Prize



H#2.5 3 Sols (3+4) AntiAndernach Chameleon Chess Transmuted Kings Lortap

- 1...d5=bP 2.Qa3=wS Kg6 3.Be7=wR Qc4=bS#
- 1...Qf4=bS+2.Sb6=wBBxd8=R3.Sd3=wBRa8=bQ#
- 1...Kh6 2.Be7=wR Kh7 3.Sc7=wB Rg7=bQ#

Only Peter Harris in all the world composes in this style; it wouldn't have been necessary to put his name over the diagram. The three solutions are related but not analogous, and they are all quite subtle and use the fairy conditions heavily. To understand the problem you must consider the reason for each move, which is an exciting logical adventure. I will explain the main points here.

The combination of fairy conditions is not random, but has a deeper

significance. AntiAndernach means that White cannot mate in the normal way, as the white piece that makes the mating move turns black (except when capturing, which requires black material that isn't available quickly enough). Lortap comes to the rescue: White can mate by unobserving a white piece that thereby checks (and mates) the bK. But wait - the moving white piece turns black, and Black can move it back, turning white and restoring the observation, cancelling the check. Now Chameleon Chess comes to the rescue: the moving white piece also transforms, so that Black (hopefully) can't undo the mating move. The fourth condition, Transmuting Kings, is not fundamental to the logic but makes the mating pictures possible - but also has the side effect of enabling the bK to escape the mate by capturing the checking white piece (which of course is not guarded), so the play must also stop this by arranging things so that the bK is observed by Black in the mate (when Lortap prohibits the capture).

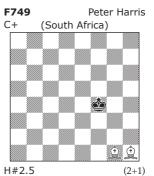
In the first solution (1...d5=bP), 2...Kg6 guards f5-g5-h5 (not 2...Kg4? closing h4-c4); 3.Be7=wR produces the mating piece (observed by Qh4); 3...Qc4=bS# unobserves Re7 and observes Ke5 (not 3...Qg4=bS+? 4.Sf6=wB reobserving Re7, legal because of observation from Kg6); the subtle 2.Qa3=wS! stops a later 4.Sa3=wB reobserving Re7 (4.Sd6=wB?? is a self-check, 4.Sxa3=bB? doesn' t observe Re7).

The second solution (1...Qf4=bS+)

does the expected by using wPd4 as the mating piece. This requires a guard of the bK flight e4, which is produced by 1...Qf4=bS+ (no self-check as Sf4 is observed) 3.Sd3=wB. 2.Sb6=wB parries the intermediate check by the unobserved Pd4; 2...Bxd8=wR changes the observation as Bb6 can' t mate (the resulting bR can always reobserve Pd4 by producing a wQ); and finally, 3...Ra8=bQ!# is a very subtle hideaway: any move by the wR checks by unobservation of Pd4, but all other moves fail (3...Rb8=bQ+? 4.Qb3 = wS! etc, 3...Rc8 = bQ + ?4.Qc2=wS! etc, 3...Re8=bQ?? or 3... Rh8=bQ?? self-check, 3...Rf8=bQ+? 4.Qf5=wS!, 3...Rg8=bQ+? 4.Qe6=wS! etc, 3...Rd7,d6,d5=bQ+? 4.Qxd4!), whereas 3...Ra8=bQ# 4.Qc6=wS?? or 4.Qf3=wS?? are both self-checks. bQg3 observes the bK in the mate.

In the third solution (1...Kh6), the first move unobserves Qh4 so it will guard f6 in the mate; 2.Be7=wR creates an observer for the mating piece that appears by 3.Sc7=wB; 2... Kh7 is a tempo move (not 2...Kh5? that reobserves Qh4, and not 2...d5=bP? That allows 4.Ka1 etc); 3...Rg7=bQ# is a hideaway mates by unobserving wBc7 (no self-check because of observation from Qg3; not 3...Rd7,f7=bQ?? self-check, or 3...Re8=bQ? 4.Qa8=wS! etc, or 3...Re6=bQ? 4.Qa6=wS! etc, both with reobservation of Bc7).

1st HM



Chameleon Circe Transmuted Kings

- b) +Chameleon Chess c) +Einstein
- a) 1...Bh2+ 2.Kxh2[+wRa1] Ra2+
 3.Kxa2[+wQd1] Bd5#
- b) 1...Bf2=R+ 2.Kxf2[+wQd1] Be4=R 3.Kg2 Qe1=S#
- c) 1...Bf3=S 2.Kxf3[+wBf1] Bd4=S+ 3.Kg1 Bh3=S#

In contrast to F767 above, some other composer might have produced this harmonious work. Most of the play is analogous, starting with an active sacrifice. b) and c) end with ideal mates (part c) even has a Circe mate, stopping 4.Kxh3??); unfortunately, b3 is guarded twice in a) so it isn' t even a model mate. But apart from this, everything is wonderfully economical and beautiful. Even the fairy conditions fit well together: in Chameleon Circe a captured piece is transformed upwards in the chain SBRQ, in Chameleon Chess, a moving piece is transformed upwards, and in Einstein Chess, a moving but non-capturing piece is transformed downwards. - The set-play in c) found by one solver does not improve the problem much: it doesn't use the Chameleon Circe condition.

2nd HM



SH#18 2 Sols (2+3)Alphabetical Chess **Equipollents Circe**

1.a1=B 2.Bd4 3.Kc4 4.Kd3 5.Ke2 6.Bf2 7.d4 8.d3 9.Ke1 10.Kxd2(c3) 11.Ke1 12.d2 13.d1=Q 14.Qc1 15.Qxc3(c5) 16.Qxc5(c7) 17.Qb6 18.Qxc7(Qd8) Qd1#

1.a1=S 2.Sc2 3.Se3 4.Kd4 5.Ke4 6.d4 7.d3 8.Sf1 9.Kf3 10.Sxd2(b3) 11.Sf1 12.d2 13.d1=Q 14.Qb1 15.Qxb3(b5) 16.Qb2 17.Qxb5(Qb8) 18.Qe2 Qf4#

Two distinct fast excelsiors of Pd2 (d2-c3-c5-c7-d8 and d2-b3-b5-b8, respectively), starting with B and S promotions, with black and white Q promotions in the play, and ending with model mates. Like editor VC, I am amazed that two equally long (and they are guite long) solutions can exist in this one position, with only the four moves d5-d1 repeating.

3rd HM



Functionary Chess

- 1.Ke6! [2.Sxb2#] double mate by wBf3 and wRh7
- 1...Bxa2 2.Sc5# single mate by wBf3 (2...Rxf3??)
- 1...Rxa2 2.Sc1# single mate by wRh7 (2...Bxh7??)
- 1...Sg4 2.Sf4# double mate; no check by bQ!
- 1...Sbxd3/Sfxd3/Se4 2.g4#

The threat is a sort of anti-Nowotny, opening two black observation lines simultaneously in order to give a doublecheck mate (avoiding 2.Sd~+? Sbd3!). When Black defends by leaving one of the thematic lines (1...Rxa2 or Bxa2), the other thematical black piece and also Sb2 are unobserved, so Sd3 can mate by closing the remaining observation line towards the other thematical black piece, leaving it unable to defend the single check from Rh7 or Bf3 by capturing the checking piece.

The two by-variations 1...Sq4 and 1...Sbxd3 (or Sfxd3,Se4) are specific and excellent. One might regret that Re1 has the single function of observing Bb1, but this observation is part of the thematic complex. Its counterpart Be7 is well used to guard g5+h4 in addition to observing Ra3.

4th HM F791 Ayako Okaya C+ (Japan) S#2 (8+7) Fiffel

1.a8=B! (2.Bae4+ Sxg3#) 1...cxb1=S 2.c8=Q+ bxc1=R#

An original setting of AUW in the four single moves of a s#2, with all promotions Eiffel-motivated. White has two flights on e1+g1 and faces the threat of 1...d2 giving a third, so both Sxg3# and bxc1R# are expected mates. At the cost of one piece more, the flights e1+g1 could have been avoided: -Qg3, +wRh4, Sc1>f7, +wBc1. I find that setting slightly better.

5th HM



Series-HS#16 (1+1+2) Circe AntiCirce Argentinian Chess Neutral Senora a1 Neutral Pawn d3

1.Kb3 2.Kc2 3.Kxd3[>Ke8][+nPd2] 4.d1=nSE 5.nSEf1 6.nSEg1 7.Kd8 8.nSEh1 9.nSEb7 10.nSEg2 11.nSEg3 12.nSEb7 13.nSEf3 14.nSEa3 15.nSEb7 16.nSEe4 & 1.Kd6 Kc8#

An original sequence of moves leading up to a specific zugzwang mate. A really good part is the pendulum play SEh1-b7-g2-b7-f3-b7-e4, second best is the manoeuvring on the first rank, and third best is the precise timing of Ke8-d8. One drawback is that Circe is very little used, actually only on the third move.

6th HM

Parrain Circe



1.Ke2 Qf2+ 2.Kxf2 g3[+bQf1]+ 3.Kxf1 Kh2[+bQf2]# 1.g3 Qh3+ 2.Kf2 Qxg3+ 3.Kxg3[+wPh4] Kq1[+bQf3]#

A perfect five-piece problem (Tanagra), ending with mates by different bK moves away from the corner, with two Parrain Circe rebirths and one tempo move in each solution. The question "how on Earth can we force the bQ to mate?" is answered by removing it by capture, and then having it reappear by rebirth after a black zugzwang move.

7th HM

Eugene Rosner Hubert Gockel C+ (US & Germany)

(10+9)

#2vv Kamikaze

1.S~? [2.Qb7(A)#]

1...Sc7 2.Qd7#

1...Bc7!

1.Sxg5? [2.Sf4(B)#]

1...Rg4/Rg5 2.Se3#

1...Rxg2/Rf3 2.Qb7#

1...Rf1!

1.Sxe5! [2.Qd4(C)#]

1...Be5 2.Qb7(A)#

1...Ba7 2.Sf4(B)#

1...Rgxd3 2.Se3# transferred

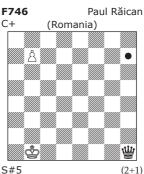
1...exd3 2.e4#

1...e5 2.Of7#

This shows the complex mechanism of tertiary threat correction: 1.Sf~? opens the seventh rank to threaten Qb7#; 1.Sxg5? repeats the same effect but carries another threat (due to the pin of Qq7 plus the elimination of both bPs guarding f4); 1.Sxe5! repeats both effects but carries yet another threat (due to the unblock of e5 and the opening of b8-f4 plus the opening of g7-d4). The theme is shown in complete form, meaning that all threats of earlier phases return as mates after black defences - unfortunately, only one of those defences (1.Sxg5? Rxg2) uses Kamikaze. The halfpin on the fifth rank, transformed into pins by white (rather than black) moves, is the central technical trick of this original setting of the theme.

Commendations (in order of appearance)

Comm



S#5 (2+1) a) 2 Sols b) +bPg7 c) +bPa7

Maximummer Imitator h7 a) 1.b8[Ih8]=S! Qc1[Ic8] 2.Sd7[Ie7] Qf1[Ih7] 3.Ka1[Ig7] Qd1[Ie7] 4.Sf6[Ig6] Qb3[Ie8] 5.Sh5[Ig7] Qb1[Ig5]# 1.b8[Ih8]=R! Qc1[Ic8] 2.Rf8[Ig8] Qd1[Ih8] 3.Rf6[Ih6] Qb3[If8] 4.Rf1[If3] Qb8[If8] 5.Ka1[Ie8] Qb1[Ie1]# b) 1.b8[Ih8]=B! Qc1[Ic8] 2.Bf4[Ig4] Qa3[Ie6] 3.Bh6[Ig8] g5[Ig6] 4.Kb2[Ig7] Qb4[Ih8] 5.Ka2[Ig8] Qb2[Ig6]# c) 1.b8[Ih8]=Q! Qc1[Ic8] 2.Qe5[If5] Qc4[If8] 3.Ka1[Ie8] Qf1[Ih5] 4.Qe4[Ih4] Qb5[Id8] 5.Qh1[Ig5] Qb1[Ig1]#

An imitator AUW with a picturesque diagram position (the corners of a 7x7 square) and excellent twinning, leaving all thematic pieces in place - if we forget the imbalance of having two solutions in position a) but not in the other parts. Like most imitator problems, there is very little strategy, making the problem almost impossible for humans to solve. The most interesting parts are the differentiation of the twins and of the QRB promotions: a) 1.b8=Q? ··· 6.Qb5[Ia5]!, b) 1.b8=Q? ··· 6.Qb6[Ia6]!, 1.b8R? 2...Qd1??, c) Pa7 stops 6.Qb7[Ia7]!, 1.b8=R? 2...Qd1??

Silvio Baier's 2007 forerunner mentioned in the solution (WinChloe #413660) is different, moving the imitator in all twins.

Comm

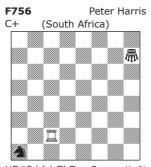


H#3.5 2 Sols (0+2+2) Take&Make Circe Neutral R,B

1...nBf4 2.Kxf4 \rightarrow b8[+nBc1] nRxc1 \rightarrow f4[+nBf8] 3.gxf4 \rightarrow a4[+nRa1] nRxa4 \rightarrow a3[+bPa7] 4.Ka8 nBxa3 \rightarrow f3[+nRh8]# 1...nBd4 2.Kxd4 \rightarrow h8[+nBc1] nBf4 3.gxf4 \rightarrow h6[+nBc1] nBxh6 \rightarrow h5[+bPh7] 4.nRf3 nBxf3 \rightarrow c3[+nRa8]#

An exact chameleon echo in two corners, using both fairy conditions very well: there are 9 captures in all in the two solutions, and that's where the T&M and Circe magic happens.

Comm



HS#3 b) bGh7→g8 (1+2) Anticirce Sentinelles Pion advers Royal Rook a2, Royal Knight a1 Grasshopper h7

- a) 1.rRc4[+bPc2] c1=S 2.rRb4[+bPc4]
 c3 3.rRb1[+bPb4]+ rSc2#
- b) 1.rRg2[+bPc2] c1=B 2.rRc2[+bPg2] Ba3 3.rRa2[+bPc2]+ rSb3#

There's a clear idea behind both solutions: the rR will check the rS on b1/a2, forcing the rS to escape to c2/ b3, giving mate when the bG is on h7/g8. All three sentinels that the rR leaves behind when moving are used to incarcerate the rR, in two cases after promotions, in three cases with the help of Anticirce - which explains the strange move to g2 (aiming to put a guard on h1). The mating pictures are not simply reflected despite the symmetric main idea; this is a good thing here, where unity is provided by the identical general strategy. (The problem uses Anticirce Calvet, not Cheylan, otherwise rRb1 would not even be in check from Gh7.)

Comm

Vlaicu Crişan
Eric Huber
C+ (Romania)

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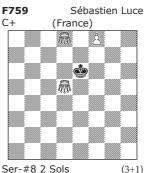
b) nROb6→a4 c) nLa1→a4 ParrainCirce Take&Make Neutral Rose b6 Neutral Locusts a1, b2

a) 1... Kg6 2.nLb2xb6 \rightarrow d2 Kf7[+nROa7]

- 3.Ke4 Ke6 4.nLa1xa7 → e8+ Kf6[+nROb7]#
- b) 1... $nLa2xa4 \rightarrow d2$ 2.Kg3[+nROb4] $nLd2xb4 \rightarrow e1+$ 3.Kf3[+nROa4] nROb6 4.nLb2xb6 \rightarrow f7+ Kg5[+nROc6]#
- c) 1... nLb2xb6 → b3+ 2.Kf2[+nROb5]+ nLb3xb5 → d1 3.Ke3[+nROa6] Ke5 4.nLa4xa6 → e7+ Kf5[+nROb6]#

A problem like this, with a triple selfmate echo and only five pieces, would normally be placed much higher. But the matrix has an inherent weakness in the economy. The ending is a double-check mate, which is quite normal with neutral pieces, but here the check from the nRO is in fact superfluous: the check from the nL suffices for mate, as it can't move away (the nRO itself isn't superfluous, as it guards a diagonal flight-square of the wK, only its check is). I find this to be disturbing.

Comm

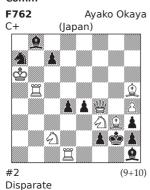


Ser-#8 2 Sols (3+1) Annan Chess Grasshopper 2+0

1.Gd5-f7 2.f8-f6 3.Gf7-f8 4.Gf8-f5 5.Gf5-d7 6.f6-f7 7.f7-f8=Q 8.Qf8-d6# 1.Gd8-g8 2.Gg8-e8 3.Gd5-f7 4.f8-d8=Q 5.Ge8-c8 6.Gc8-f5 7.Gf5-f8 8.Qd8-f6#

Mirrored echo-mates after amusing play by the grasshoppers and, especially, by the white pawn. It is all a kind of bluff by the composer: a wP cannot really stand on f8, even in Annan Chess it must promote when it gets there. But the wP is there because the composer put it there - everything is allowed in fairy chess! So the main strategy of the solutions is to let the normally immobile wP make a grasshopper move from f8 to reach the eighth rank a second time, this time with promotion! In one solution it first goes down from f8 and then goes back up to f8, in the other it makes a sidestep to d8. The mating positions use Annan again, by making one G act as a second Q (the other G is an "orthodox" guard of the wQ).

Comm



1.Rg5! [2.Bxh2#]

1...f1=Q+ 2.Qd2#

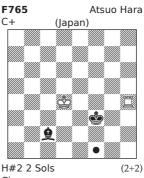
1...f1=R 2.Rd2#

1...f1=B+ 2.Be1#

1...f1=S 2.Sce1#

Probably the first #2 Disparate with black AUW; Petkov has used neutral Ps to show AUW (even doubled!) in Disparate (WinChloe #489692 and #489160), but the logic is simpler then: the promoted nP can mate directly as Disparate prevents Black from moving it away. Here, White can and must mate with another piece of the same type as the promoted P, simultaneously defending checks on the wK and stopping other black defences (simpler logic than in the same composer's 2nd Prize above). It is a pity that the f1S variation is non-Disparate, but the check-provoking key is a plus.

Comm



Circe Imitator f1

1.Bd3(Ig2) Re4(Id2) 2.Kxe4(Rh1)(Ic3)+ Rf1(Ia3)#

1.Bb3(Ie2) Rf4(Ic2)+ 2.Kxf4(Ra1)(Ic3)+ Rf1(Ih3)#

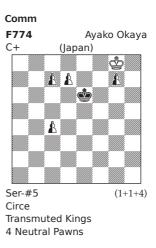
In contrast to many other imitator problems, it is possible to see some common strategy in the two solutions here: the bB makes a sidestep so that the imitator will end up on a border square (1.Bd3 also blocks d3 so that Kxe4 will be legal despite wKd4); the wR makes an active sacrifice but is reborn in a corner; the wR mates on f1 – once as a guarding piece, once as the mating piece.



1.c1=B Kg5 2.Kg7 Kxf4 3.Kf6 Kxg4 4.Ke5 Kxf3 5.f1=R+ Kxe3 6.d1=S+ Kxd3 7.Re2 Kxe2 8.Kd4 Kxf1 9.Kc3 Kxe1 10.Kb2 Kxd1 11.Ka1 Kxc1=

A Rex Solus helpstalemate with no less than three different Schnoebelen promotions – so three promoting Ps are captured without ever moving again. This implies that the wK must pass over two squares situated at R/B/S distances from the promotion square, in order to force a unique promotion. This is easy to set for one promoting P, but to do it three times in sequence is a real challenge which merits a commendation. Later the same year, the composer published in Probleemblad a version of this problem, with an additional (non-Schnoebelen) bQ promotion to complete

the AUW, but it was cooked. Oganesian & Caillaud have set the same theme as F771 more economically in StrateGems 2018 (8 moves, 1+11 pieces, WinChloe #693520), but as it appeared two years later it is no anticipation.



1.d8=nB 2.c8=nR 3.nRxc4[+nPc7] 4.cxd8=nQ[+nBf8] 5.gxf8=nS#

An AUW in five series moves, so only one of them (nRxc4) is unthematical. The technical tricks to achieve a unique sequence of moves are well-known, but the mating position with transmuting kings makes this original. Circe is used three times, in two real captures and one virtual (5...Kxd8[nQd1]??), and the Transmuting Kings condition is used intensively as well, in relation to both kings: to stop 5...Ke5,Kf5; to stop 5...nCxf8??; and to stop 5...nS~??

Comm



h#2 2 Sols (3+11) Take&Make «L'Accroche-cœur», dédié à Catherine Girard

- 1.Rb4 Sd3 2.Rxb8 \rightarrow d7 Sxc5 \rightarrow f8# (3.Dxf8??)
- 1.Bb4 Sc6 2.Bxe1 \rightarrow g2 Sxd4 \rightarrow h4# (3.gxh4??)

A Zilahi in Take&Make is nothing new, there are more economical examples, and the reciprocal captures of Rd4/Sb8 and Bc5/Se1 are not so special. What makes this problem stand out is the strategic reason for the Zilahi captures: they are played solely in order to block a "flight square" of the mating wS, so that Black cannot defend by 3.Qxf8?? or 3.gxh4?? – there is no square available for the "make" part of the move! Hopefully this is an original combination.

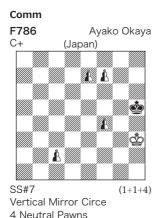
Comm



H#5.5 (set) DoubleMaximummer

(*) 2.b5 Rxg2 3.Kxg2 Se3+ 4.Kh3 0-0 5.gxh2+ Kf2 6.h1=S+ Rxh1# 1...Rxb7 2.gxf1=S Rb1 3.Sxh2 Rb8 4.Kg2 Rb1 5.Sf3+ Ke2 6.Sg1+ Rbxg1#

This differs from many other double maximummers by the white-to-play form - so there is a set-play, which can' t be retained as the solution. The two lines of play are not analogous, but have some features on common so there is sufficient unity: Black promotes to a S, which ends by checking the wK so White can mate by a non-maximum move (in the solution, the bS has other functions too). The set-play necessarily starts 2.b5 Rxq2, but at least at that point Black has a choice of three moves; in the solution, White has a choice of two moves to start with - so the play is not as automatic as sometimes happens in double maximummers.



1.f8=nQ 2.nQxf4[+nPc7] 3.c8=nR4.nRxc2[+nPf7] 5.f8=nS 6.nSd7 7.e8 = nB + nBxd7[+nSg1]#

A good series s# showing AUW with the minimal material. The theme has been shown with Circe before, but this mate combination is only possible in Vertical Mirror Circe (it requires that a captured nS is reborn on a square of the opposite colour), which gives the problem some originality. The fairy condition is also used twice in the play leading up to the mate.



(8+8)Eiffel

Similar in idea to the same composer' s 4th HM (F791) above, this shows an AUW in four single moves of an Eiffel one-liner - key, threat, defence and mate. There are several interesting Eiffel effects: 1.hxg8=Q+? Rxd8!, $1.c8 = S Sg8 \sim ??$, 1.c8 = S exd1R!2.hxg8 = Q + Rxd8!, 1.c8 = S Rxc82.hxg8=Q# (Rxd8??), 1.c8=Q? Sc6! So the motivation of the S promotion key (apart from cutting b8-d8, which any promotion would do) is to guard e7 against Sc6 paralysing d8. The reason this gets "only" a commendation is that the error of Black's thematical defence is orthodox: e1-e8 is opened so that a wBg8 can mate (I' m not implying that the theme could have been done better!).



Neutral Pawns e2, f3

1...Sxe2=B 2.d1 Bxd1=R+ 3.Ke5 Rxe1=Q+ 4.Be4=S Qxe4#

1...Kd6 2.Be4=S+ Sxe4=B 3.Bf2=S

Bxf3=R 4.Sd3=P Rxd3=Q#

Echo-mates at a distance of one diagonal step, in both solutions with the expected Einstein transformation S>B>R>Q but on different paths: c3-e2-d1-e1 and c3-e4-f3-d3, respectively. The neutrality of two Ps is not thematically used, but both must be neutral for the play to work – each is used as white (guarding the mating Q) in one solution, and as black (captured for an Einstein transformation) in the other. Only Bf4-e4=S is repeated, and only bPd2 is not used in both solutions, so the overall impression is quite harmonic.

Comm

F804 Andreas Thoma C+ (Germany)

H#6.5 (1+1+2)Diagram Circe Maximummer Neutral Pawns b7, f5 b/c) nPb7 \rightarrow g7/e2

a) 1...b8=nR+ 2.nRh8 f6 3.nRa8+ nRe8 4.nRe2 f7 5.nRe8 fxe8=nB[+nRb7]+ 6.nRh7 nBc6 7.nBh1 nRxh1[+nBf5]# b) 1...g8=nQ 2.nQa8+ Kb3 3.nQg2 f6 4.nQa8 f7 5.nQg2 f8=nB 6.nQa8 nBg7 7.nBa1 nQxa1[+nBf5]# c) 1...Kb3 2.Kc1 Kc3 3.e1=nS f6 4.nSc2

f7 5.nSa1 f8=nQ 6.nQf2 Kd3 7.nQa7

nQxa1[+nSe2]#

Together with F802 by the same composer, this seems to be the first Circe Maximummer with this material and AUW+2 in three phases (there are many two-phase examples). This uses a less common Circe variety, leading to more unusual mates (although the composer already used the mate in part c) in Die Schwalbe 2013 (WinChloe #479272)) The mates are all by double check, giving a unity that makes me prefer this over the variety in F802. There is some uninteresting pendulum play in part b), but not in the other two parts.

Stockholm, September 2019

Kjell Widlert

FIDE International Judge

[From the Editor: Thank you, Kjell, for your very detailed and illuminating award. This will be finalized after usual three months.]

第86号解答成績

	D	Е	Н	S	F	R	U	計
Max	55	10	110	20	180	45	25	445
内田 昭	20		77.5		45			142.5
及川弘典							15	15
小畑 勉	25		22.5					47.5
九尾	40		55				15	110
小林看空			35		55			90
駒井信久			110	15			15	140
塩見亮		1	35					36
則内誠一郎	30	2	110		83		20	245
中嶋正和	34		25					59
原岡 望	20		6				5	31
星野健司	50		110	15			15	190
水野勝久	25		17.5		25			67.5
宮嶋亮一	25							25
Dinu-Ioan Nicula	50							50
Klaus Wenda						19		19

第86号の解答者は15名。

成績は、1位が則内誠一郎さんで、245点(55%)の好成績。

2位は星野健司さんの 190 点(43%)で、以下内田昭さん(142.5 点)、駒井信久さん(140 点)と続きました。

今号では、E、H、F、コースに大量の新作が出題されています。1題だけでも結構ですので、ぜ ひ解答をお寄せください。

第85号解答成績

	D	Е	Н	S	F	R	U	計
Max	55	25	95	15	135	40	20	385
内田 昭	15		61	5	35		5	121
及川弘典							15	15
小畑 勉	10		20	5				35
九尾	30		65				15	110
小林看空			95		35		10	140
駒井信久	25		95	12			15	147
齋藤光平			95				15	110
則内誠一郎	30		95	5	93		20	243
中嶋正和	25		20	15				60
原岡 望	10		2				15	27
星野健司	49		95	15				159
水野勝久	10		32.5	5	31			78.5
宮嶋亮一	20							20

本誌の古くからの愛読者であり、熱心な常連の解答者だった井上順一さんが、6月にお亡くなり になりました。本当に残念です。

第85号の解答者は13名と、少し減少しました。

成績は、1位が則内誠一郎さんで、243点(63%)の好成績。

2 位は星野健司さんの 159 点(41%)で、以下駒井信久さん(147 点)、小林看空さん(140 点) と続きました。

ここでみなさまにお願い。E、F、R コースに、ぜひ解答をお寄せください。1題だけでも結構です。

【訂正】

前号で発表の第 84 号解答成績に、小林看空さんの F コース 45 点が脱落していました。それに合わせて、合計点も 165 点になります。お詫びして訂正いたします。

【お詫び】

87号で、68ページに入るはずのこの解答成績が、印刷所のミスで、白紙になってしまい、読者の方々にご迷惑をおかけしたことをお詫びします。

ゲラの段階ではちゃんと入っており、印刷段階のミスでしたが、当方もすっかり安心して、納品をちゃんと点検せずにそのまま発送してしまいました。申し訳ありません。